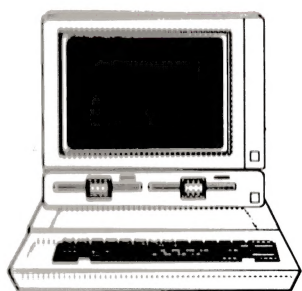
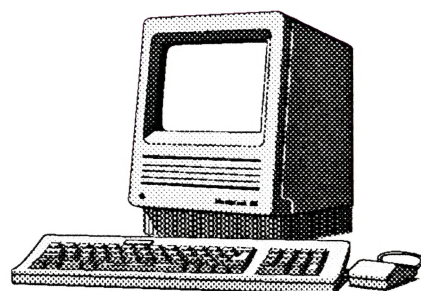


Apple Users' Society of Melbourne Inc.



Apple //
Apple //GS
Macintosh



A U S O M • N E W S

Volume 14, No. 1
Recommended retail price: \$3.00

February 1993
Registered by Australia Post, Category B, No. VBH4325

This month: Word Processing ... Wing with Words



The best of PD/Shareware for Word Processing, read about the history of the Apple II, QuickTime, games plus many, many more articles to help you get the most out of your Apple II, Apple //GS or Macintosh computer

AUSOM—General Information

— Apple Users Society Of Melbourne Incorporated

(Affiliated with Apple Computer Australia Pty Ltd.)

Phone : **796 7553**

Fax: **796 7571**

Contributions:

Editorial contributions and letters to the Editor are welcome and can be sent to: (send advertising to Ivan Nagy—see below)

Pam Doughty, 5 Raynes Street, Balwyn 3103

Articles may be uploaded at any time of day to the Editor's Bulletin Board—telephone (03) 857 8293 (baud rates supported—300/1200/2400 baud).

Articles submitted on disk (**3.5 inch Mac, 3.5 inch/5.25 inch Apple II, or 3.5 inch MSDOS**), preferably in **text** format, with hard copy print-out, or by telephone to the Editor's Bulletin board, will be given preference over typed or hand-written copy. Articles, or advertisements, submitted in hard copy only, or by voice over the telephone cannot be guaranteed inclusion in the next issue.

General correspondence:

(subscription renewals, software orders, AUSOM business) to:

The Secretary, AUSOM Inc.,
P.O. Box 1071,
Narre Warren MDA,
Narre Warren 3805

Meetings:

are held in the VICTRACC Centre and Lecture Theatres at Victoria College, Burwood Highway, Burwood (Melway, Map 61, B6) on the first Saturday of each month, except January, at 1:15 pm.

Membership Enquiries: 796 7553

Advertising:

Please direct enquiries about advertising to:

Ivan Nagy — 555 4074 (9 am to 6 pm)

Advertising using prepared artwork (or on disk) by the advertiser is available at the following rates:

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Half Page (170mm X 120mm) \$60.00
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Discounts available for multiple inserts (5 or more issues).

Commercial Classified Ads: \$1 per line (minimum \$5)

Business Card Ad (87mm x 46mm)

(inside back page for eleven issues): \$200.00

Ads from AUSOM members: See Members' ad page

Production information:

—See inside back cover.

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Special Interest Group (SIG) Co-ordinators'

(ring between 7 pm and 9 pm only, please)

Committee of Management

President: Peter Szabo (business hours): . 605 1777
Vice President: Hayden May FAX: 887 8185
Secretary: Alex McKenna 796 7553
Treasurer: Bill Gunther 888 1676
Ordinary Member: Peter Garwood 544 0740
Ordinary Member: Robert Pascale 478 9644

Meeting Rooms and equipment

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Editor: Pam Doughty 857 7939

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Apple //GS Software: Michael Levine 857 5727
Mac Software: Pam Doughty 857 7939
Gary Jamieson 458 4951

Beagle Buddy

Apple //: Nicholas Pyers 593 2115
nkp%ausom.oz@sol.cc.deakin.oz.au

Bulletin Boards

AUSOM Premium Access: .. (3 lines).. 587 4194
AUSOM BBS (up to 2400 baud) 587 4360
(Sysop): Ross Sheehy n/a
AUSOM Editor: (24 hours, up to 2400 baud) .. 857 8293

Members' Forum

Chairman: Nicholas Pyers 593 2115
nkp%ausom.oz@sol.cc.deakin.oz.au
Secretary: Ivan Naggy 555 4074

SIGs

Apple // Beginners SIG: Robert Pascale 478 9644
..... Fred Vonarx 772 3457
Apple II SIG: Peter Szabo (business hours): 605 1777
Apple IIGS SIG: Stephen Davidson 408 7206
Apple IIGS Beginners SIG: Philip Richardson 836 7710
AppleWorks SIG: Peter Szabo (business hours): 605 1777
Book Library: Graham Spendlove 802 6829
..... Yvonne Knight (052) 56 1568
BUG-CP/M SIG: Bill Saggars 232 6968
..... John van der Wyk n/a
Catering: Mrs. Young 877 2813
Communications SIG: Robert Pascale 478 9644
Education SIG: Randall Berger 883 3217
Hypercard SIG Ian Fifer 898 8070
Ka Boom! Jason Xiros 699 3774
Mac Beginners SIG: Des O'Brien n/a
Mac Programming SIG: Robert Dorning 489 4298
Making Macs Work SIG: Karen Tweedie 571 2153
Retirees and Others SIG: Steve Buttery 836 8836
Youth & Adventure SIG: Daniel Huang 419 2412

Credit Facilities:

AUSOM Inc. has credit card facilities for payment of Membership Fees, purchases from: the Software Library, bulk purchase items, as well as any other offer or activity by AUSOM Inc. The credit card facilities apply to: Bankcard, Mastercard and Visacard. The service is available to those making payments by mail as well, so if you wish to make a payment to AUSOM use these facilities.

24 Hour Answering Service:

It would be appreciated if calls are made to Committee members only between 7 pm and 9 pm. For those who have an urgent request AUSOM has installed an answering service, the phone number is **796 7553**. Please, do not hang-up when you receive the recorded message, instead leave your brief message, and your call will be given the earliest attention.

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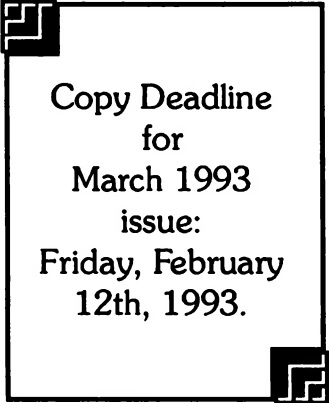
Bill Agius
Randall Berger
Kevin Blazé
Russell Clarke
Robert Dorning
Pam Doughty
Peter Garwood
Steven Garwood
Peter Goodyear
George Krets
Michael Levine

Alex McKenna
Eric Meren
Nicholas Pyers
Gerry Smith
Richard Todd

The four pages in the centre of the magazine (Computational Chronicles) were edited by Elizabeth Hill and Nina Netherway for the Making Macs Work SIG.

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Copy Deadline
for
March 1993
issue:
Friday, February
12th, 1993.

Contributors—

To ensure that your article or advertisement has a good chance of appearing in the next issue, please submit it **well in advance of the deadline date**. Articles or advertisements not supplied on disk (or on the bulletin board) are unlikely to be published in the next issue. The newsletter is produced to a tight deadline—page allocation for each article is done directly after the deadline date. Please do not submit advertisements or articles in ALL CAPITALS as these are time-consuming to fix, and may not appear in the next issue.

Unsigned (anonymous) letters or articles will not be published.

Editorial



Thanks, Nick!

My first editorial has been made especially pleasant with a topic so readily available. It is however, exceptionally difficult to put into words the thanks due to our retiring editor, Nick Gammon. I am sure every reader of this magazine will agree that the standard of both presentation and content have grown to be outstanding under Nick's editorship.

It is also with thanks to Nick that future issues can be of equally high quality. Those members who are familiar with typesetting especially using any computer applications, will be aware that the bulk of the work is done once basic plans for the pages have been sketched out and the style sheets set up. Nick has generously passed on all these details to me so before I even start receiving articles each month a very larger percentage of the 'work' is done and I have only to do the fun parts of reading and laying out all your articles.

Even more than making available all his typesetting Nick has written a very comprehensive application—Editor Tools—which he made available to all in 1991. Nick found that some of the work he needed to do on articles, was repeated from article to article month after month, so he wrote an application to do these things automatically. Things like removing double spaces after a full stop, replacing the * at the beginning of any paragraph with a • followed by an <option><space>, replacing multiple consecutive carriage returns with one carriage return etc. Of course Nick's utility works but what may be of special interest to those using Apple computers is it works well for the file types that the AUSOM News Editor

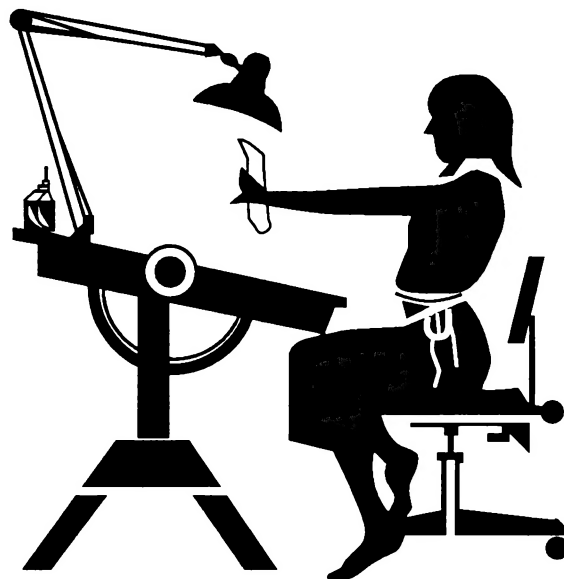
needs to work with ie. ones coming from Apple // computers in text or AppleWorks format and those coming from the Bulletin Board in text and other formats from various computer types.

With the theme for this month as Word Processing, Nick's work further highlights that there is far, far more to word processing than simply placing words on a page.

As if the above was not enough Nick spent the good part of one Saturday showing me many of the tricks he used to layout out AUSOM News. I have been able to copy some of his ideas for using 'macros' and Nick has given me copies of the PageMaker scripts he wrote to assist with the placing of articles onto the pages.

All members have been able to see the finished product of Nick's work over the last four years—I feel especially honoured to have been able to see at first hand how Nick achieved that result. Computer assisted page layout is indeed an art and to see a master at work is a rare privilege indeed.

Thank you Nick.



This month's Magazine

My proposal to be editor of AUSOM News was made with the encouragement of a number of AUSOM members and included the magazine being produced by an editorial team who, with their permission, will be named in future issues of our newsletter.

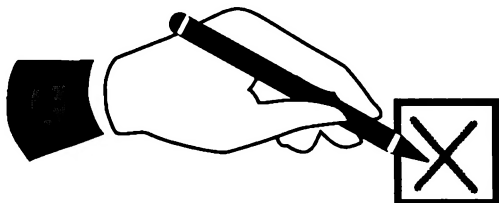
I complied this issue alone as I needed to find my own feet, to ensure that adequate hardware and software are available and to gain some feeling for the timing and complexity of each task. The work of the editorial team will have commenced by the time you read this as we have less than a week after the advertised deadline to put the completed newsletter in the hands of the printer.

The graphics in this issue are to a large extent my own creations and are Freeware. They are available in Mac format this month.

Members have spoken to me of their ideas to make AUSOM News even better. Ideas come from one or two members and there are another one to two THOUSAND who have not suggested change. As Editor I have the difficult choice of going along with the one or two who speak-up or believing that the hundreds who say nothing are happy.

You will notice that this month I have preceded the Author's name with an <Open><Apple> symbol to signify article mainly based on Apple//computer or applications and a <Command> symbol to signify Macintosh. General interest Articles have no symbol. I will continue to use these categories in the contents on page 3. My other change is an attempt to explain the activities of each SIG a little more on the back page. If you believe these refinements or other features of the magazine could be improved then please let me know.

I hope that you all read every article in your magazine—there are hints and tips in nearly every one of them that could assist you to make better use of your chosen computer or application.



This is YOUR AGM!

It is AGM time again and, in effect you have had your say already this year since the number of people who decided to stand for the Management Committee corresponded exactly with the places available.

Management Committee

The following nominations have been received:

Peter Szabo	President
Hayden May	Vice President
Bill Gunther	Treasurer
Alex McKenna	Secretary
Peter Garwood	Ordinary Member
Pat Murray	Ordinary Member

There are, of course other matters you may wish to raise at the AGM and minutes of the last AGM plus the Agenda for Saturday 6th February have been reproduced in this magazine for your information.

As the heading states—"It's YOUR AGM"—do take the opportunity to contribute to YOUR association.

Editor's Advantage

I have an advantage as Editor in being able to make my speeches in advance of other in the club. I would like to take that opportunity of expressing sincere thanks to each and every member. I received a letter (published in this issue) that appeared to lament the fact that very few people are willing to take an active role in organisations. We are very lucky in AUSOM that SO many

people do contribute. Unfortunately it is often those who contribute the most who receive the least recognition.

Contributions

As Mac Disk Librarian I have regular assistance from six other members and when I say regular, I know each of them is putting in nearly as much time and effort as I do myself.

There are the members who give of their time to answer queries via the AUSOM Contact list. This sometimes involves talking on the phone at a time when you would far prefer to be eating your evening meal or playing golf. It also brings with it the rewards in knowing your have helped someone gain more from their chosen Apple computer or application.

The members who put time into organising the SIGs that are held each month also write contributions for AUSOM News and arrange speakers and/or equipment to be available. Many of our members are speakers at SIG meetings or other AUSOM functions. This also takes a great deal of preparation time. I for one would NEVER have made a formal presentation to a group of 50-100 people if it had not been for the opportunity of doing that at AUSOM.

As members we have a great deal to thank AUSOM for—the opportunities are there to learn more about your computer, they are also there to gain experience in many other fields.

As a very new editor I am particularly grateful to the many members who have written articles for AUSOM News.

Many members are not able to attend the Saturday meetings and it is through your contributions that these people are able to gain information about Apple computers, what software may interest them and where to go should they need hardware assistance.

Training Director

That brings me to a Situation Vacant position. AUSOM has a vacancy for a Training Director. This position would enable the holder to meet a variety of computer users wishing to know more about their computers and it's programs. The experience of these users will range from those new to their machines to people who have more detailed or advanced needs. The Training Director does not need to know a great deal about computing but would build up support from trainers and presenters who do know their chosen topics. The Director's task is to do just that—find out what training is needed, arrange venue and trainer, advertise the course and see the smiling faces of members departing afterwards with new found knowledge.

If you would like to be Training Director for AUSOM please send your nomination to the Secretary, Alex McKenna by 18th March.

All Members—Thank you

Finally a BIG thank you to ALL members of AUSOM, you all contribute and can all be proud of YOUR own association.



**Apple Users' Society of Melbourne
(AUSOM) Incorporated**

P.O. Box 1071, Narre Warren M.D.A., Narre Warren, Victoria, 3805

**Annual General Meeting
on Saturday, February 6, 1993**

at 1:15 p.m.

**at Deakin University, Burwood Campus
221 Burwood Highway, Burwood, Victoria 3125**

In accordance with the Associations Incorporation Regulations 1983, notice is hereby given, that the Annual General Meeting of the Apple Users' Society of Melbourne (AUSOM) Incorporated, will be held at the Deakin University, Burwood Campus, 221 Burwood Highway, Burwood, Victoria 3125, in Lecture Theatre No. 1, at 1:15 p.m. on Saturday, February 6, 1993.

Agenda

1. To confirm the minutes of the previous Annual General Meeting.
2. To receive Committee of Management reports for the previous financial year.
3. To elect four Officers and two Ordinary Members to the Committee of Management.
4. To receive and consider Special Business which is received in accordance with the Rules of the Association.

Any financial member entitled to be present and vote at the above meeting is entitled to appoint a proxy. Such appointment is to be in writing, on the prescribed form, available from the Secretary, and is to be in his hand before the commencement of the Annual General Meeting.

A nomination form for positions on the Committee of Management is printed elsewhere in this newsletter, or copies are available from the Secretary, and should be duly completed and lodged, with the Secretary, no later than Friday, January 8, 1993.

Alex McKenna, Secretary and Public Officer.

Minutes of the Annual General Meeting

held at Deakin University, Lecture Theatre No. 1, 221 Burwood Highway, Burwood, 3125
on Saturday, February 1, 1992

1. Opening:

The meeting was opened at 1-17 p.m. by the President Peter Szabo.

2. Welcome:

The President welcomed members and visitors to the Annual General Meeting.

3. Confirmation of Minutes:

The minutes of the 1991 Annual General Meeting, as printed in the December 1991 and March 1992 AUSOM News, were moved for adoption by Michael Levine, seconded by Robert Pascale.

Carried.

4. Business Arising:

Nil.

5. Correspondence:

Nil.

6. President's Report:

The President noted the excellent work carried out by the Committee of Management and General Committee members, and thanked them for their support during the past year. The President drew attention to the achievements through the year. The upgrading of the BBS, Hardware items purchased for the SIG groups, the appointment of a Training Director, improvement of the magazine, software for use in the club, and the volume of PD software. The President moved that his report be accepted, seconded Steve Buttery.

Carried.

7. Treasurer's Report:

Financial statement for period 1/1/91 to 31/12/91, which had been signed by an Accountant, was tabled and moved for adoption by Bill Gunther, seconded Fred Vonarx.

Carried.

The statement will be printed in the March 1992 edition of AUSOM News.

8. Special Presentation:

In acknowledgement of their special work for AUSOM the following were awarded certificates by the President on behalf of the Committee of Management to:
John Tompkins, John Bey, Eva Eden and Robyn Roberts.

9. Elections:

There was only one nomination for each position, with the exception of two nominations for Vice-President, an election was necessary for this position. The Returning Officer, Michael Levine, allowed the two candidates, Robert Pascale and Hayden May four minutes each to address the members with their claims for the position. An election on show of hands was

Position	Nominated	Nominated	Elected
President:	Peter Szabo	-----	Peter Szabo
Vice President:	Hayden May	Robert Pascale	Hayden May
Treasurer:	Bill Gunther	-----	Bill Gunther
Secretary:	Alex McKenna	-----	Alex McKenna
Ordinary Member:	Peter Garwood	Hayden May	Peter Garwood
Ordinary Member:	Robert Pascale	Hayden May	Robert Pascale

10. Special Business in Accordance with the Rules of Association:

Alteration to the Rules of the Association—

Clause 23.(1)(b) to be altered to read:

"shall be delivered to the Secretary of the Association not less than twenty-eight days before the date fixed for the holding of the Annual General Meeting."

moved Robert Pascale, seconded Peter Garwood.

Carried unanimously.

11. Meeting Close:

The President, Peter Szabo, closed the meeting at 1-50 p.m.

Alex McKenna, Secretary

Education SIG

Randall's Letter from America

Greetings From The Macworld Expo, San Francisco!

I always wanted to go to one of these totally Macintosh orgies. A giant exhibition without an incompatible piece of software or hardware in sight! Couldn't get to the Sydney one in November, but found I was going to be in the Bay Area of California while one of those massive Macfests you only read about was actually going on!

I lie. I'm not actually at the Macworld Expo in San Francisco. It doesn't happen until January 6-10, 1993. It's only 1.30am December 20th and my plane doesn't leave for another 12 hours while I try and madly dash off a few incoherent words for you, dear readers.

You see, contributing to a magazine is a little like time travel of the literary kind. I'm writing an article that won't be read by you for nearly seven weeks. In the meantime, I'll be flying to California to visit the home I traded for Australia... see my folks, show off my kids, keep my name in the will, visit Disneyland, that sort of thing. I came from Santa Barbara, before it was a soap opera.

I also plan on visiting the Macworld Expo, but as it would sound a bit silly to write an article about something that is yet to happen that will actually be read after I return, I thought I would apply some creative license. I would write the article as if I was actually there, but as you are reading these words long after I've returned, it's a lie. Seeing as I can't really explain to you things that haven't happened yet even though they really have by now... AAGGhhhh! Now you know how Doctor Who felt. Who, you ask? Yes. Who? Yes!

EdSIG Discount Software Offer

It's on again. Andrew Arch and his new software distribution company, "ThinkWare," are going to give the Education SIG another crack at 20% discount on software. Most AUSOM members will remember Andrew from Logical Connections. We must put together a combined order of \$500 or more and pick up our purchases from the March meeting in order to secure this discount.

Catalogues and order forms can only be picked up at the February AUSOM Education SIG Meeting. The cost of a

catalogue is \$1.00 to cover the cost of photocopying. Please try and limit this to the meeting.

Of course, the AUSOM membership at large is welcome to make purchases from Andrew direct for lesser amounts and receive his longstanding AUSOM Member discount of 10%.

This can't go on much longer, so get in your orders now if you want to secure the 20% discount.

Next Meeting: 12.10 p.m. (Before The Main Meeting) Saturday, February 6th, 1993, in Theatre 2, just off the Main Foyer. Theme: Word Processing. Meeting Co-Ordinator: Kevin Blazé.

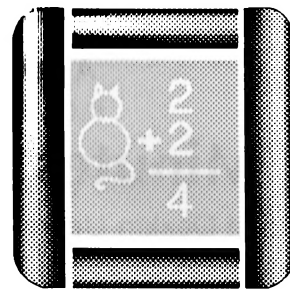
Shareware Fees

I raised the matter of making it easier and cheaper to pay Shareware Fees in AUSOM News last year.

The cost of obtaining a bank cheque in US dollars is around \$10, so paying a US\$5 fee can cost as much as \$16 Australian instead of the \$8 that it's worth after exchange.

The original proposal was for AUSOM to open a US cheque account so members could obtain a cheque at cost plus a little extra at any meeting. Unfortunately, as an incorporated body, we may not be allowed to operate a foreign bank account.

During my recent trip which I haven't actually left on yet, I will be looking into this first hand and by the time you read this will have the answers, which I haven't a clue yet what they are! Beam me up, Scotty!



Kidz & Komputers

I was able to help my four year old daughter's kindergarten obtain an old Mac Plus, a new hard drive and around \$500 worth of software from the Coles' "Apples For The Students" Promotion.

My own daughter's increasing abilities on a computer since she was two never cease to amaze me... the total concentration, the fine motor skills, the spatial thinking. I understand from the teachers that the other four years olds are really opening up through having access to a Macintosh, as well.

It doesn't dominate their play, but has become part of their circuit of activities. One of the big favourites is the Memory or Concentration game, where you have to match hidden icons under a grid. When you consider the skills involved... memory, hand-eye coordination, concentration, patience... it is dazzling to watch children who had trouble concentrating before zoom through a 5 by 6 grid of Memory. The Playroom, Kid Pix and Dinosaur Discovery Kit are also big favourites.

It just so happened that there was an article in the Sunday Age on December 13th about this very subject; computers in pre-schools. There are only 10 so far in Victoria, but this could grow 10-fold in a year as parents begin to realise the number of skills their children will gain and improvements they will see when pre-schoolers are allowed to get their hands on a mouse.

I encourage every parent of a pre-schooler to get involved in just such a scheme. Please come to the Education SIG meeting or call me on 883 3217 if you would like to discuss it. I will make copies of the article available to interested parents.

Kevin's scribbles from NSW

Did you know that under AUSOM's rules, both EdSIG co-ordinators are not allowed to be abroad at the same time. Well, I've drawn the short straw and have had to remain in Australia while Randall roves abroad. The closest I can come to the Macworld Expo in the Bay Area of San Francisco is a borrowed Powerbook in the Bateman's Bay area.

At long last ... Interactive Physics II

As promised (for soooo long), Interactive Physics II will be demonstrated at the February meeting. The program lives up to its claims and is a significant advance over its predecessor (which is now available under the guise of Fun Physics).

A full review of the program appears in the February issue of MacNews but suffice it to say that whether you teach primary school science or tertiary physics you should take a serious look at this program and its supporting course materials.

Coming attractions

In the next few weeks, I shall be evaluating programs dealing with photosynthesis and environmental decision-making. Watch this space for news of upcoming demonstrations.

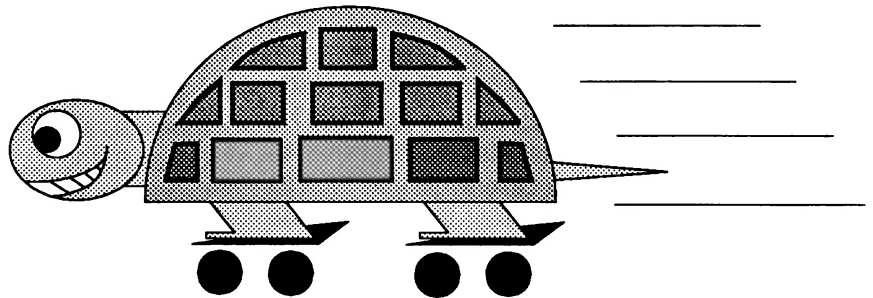
Frog spared the knife

Recently, Russell Clarke offered to demonstrate Operation Frog (which he has reviewed in the December 92/January 93 edition of Australian Macworld). However, Russell advises me that the black & white liquid crystal display pad that we use would not do justice to the program.

I understand that AUSOM hires a colour LCD pad from time to time for presentations at the main meetings. We shall investigate the possibilities of acquiring one for a demonstration of Operation Frog.

Contributions required

The purpose of the EdSIG is to provide a forum for the exchange of ideas. Randall & I will try to facilitate this communication but we rely on you to participate in this process. So, if you have or know of any programs that have particular educational merits, please advise Randall or Kevin.



Is there Physics involved when a turtle uses roller blades? —Editor

Letters to the Editor

Dear Pam,

First of all, congratulations on your new career. It's really great to see that we still do have some members willing to put in their own time for the benefit of all of us. Of course this is the perennial problem of any voluntary organization such as ours. Not too many people are prepared to help with activities etc..

Which brings me to my grievance. No doubt you're aware that David Turk has single-handedly been running MacForum at 2pm, in a room with a seating capacity of 110. So popular are his dissertations and discussions, that at one stage some members had to stand in the isles. It looked like we would need a bigger room in the future.

But we needn't have worried. The following month Microsoft were also booked at 2pm. MacForum only had a handful of hardy supporters. Indeed, this happened several times and together with locked buildings etc. its a real credit to David that the December meeting was nearly filled to capacity.

Which brings us to the dilemma. What are we, the MacForum attendees going to do in 1993? David has had enough of these problems and has thrown in the towel. Personally, although I've been attending regularly AUSOM meetings in '92, I don't know that I would do so without the incentive of MacForum.

In any case, surely we should try and keep our SIG's going. Particularly such popular ones. All too often we have SIG's dying out from lack of interest. Furthermore, if we can't keep SIG's with such great demand going, what hope is there AUSOM itself in the long run?

Now I'm not writing this just to publicly wring my hands in despair. I'd like to get the ball rolling by offering some suggestions. Perhaps if others do the same we will not only save MacForum, but also improve AUSOM for ourselves.

First of all, we have had many interesting guest speakers in Theatre 1 at 2pm. In fact, I think not only should we have more of these, but I'd like the opportunity of attending these without missing out on MacForum. So what if we shortened the Main Meeting to 10-15 minutes when the big guns are visiting? This way everyone could see the guest speakers without missing out on their 2 o'clock SIG's, which can consequently be rendered inoperable.

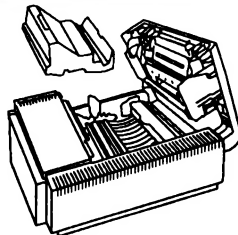
Second. Could our Committee Of Management do a bit more to reduce such problems. Rather than wait for problems to occur and then solve them, perhaps anticipate and prevent. Talk to the members, try and find out what they want, what are the latest grumbles? It is possible that if they talk to David and see what needs to be done to change his mind he just might relent. This is the least we can do to keep someone continue giving so ably and freely their time and expertise.

Now, if the COM can't achieve this, can they help with a replacement?

Finally, we have about 1800 memberships. If you include their families, schools and companies, there must be some solutions out there somewhere! So lets hear from YOU!

—Eric Meren

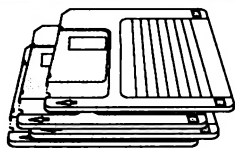
Toner Cartridges



★ **Laser Toner Cartridge (Compatible)** \$
 EPS - Laserwriter II 115
 (Not recharged but new and compatible!)

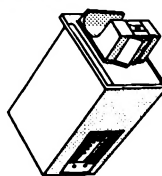
★ **Laser Toner Cartridges (Original)** \$
 EP - Laserwriter Plus 146
 EPL - Personal Laserwriter 122
 EPS - Laserwriter II 136
 EPN 209
 Si - HP Laser Jet Series III 231
 (\$5 trade-in on old cartridge-in good order)

Diskettes

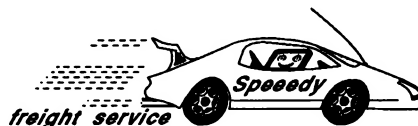


★ **Diskettes 3.5 Inch DS/HD** \$
 3.5 DS/HD Verbatim D/life 35
 3.5 DS/HD Verbatim Valulife 25
 3.5 DS/HD Bonus 19
 ★ **Diskettes 3.5 Inch DS/DD**
 3.5 DS/DD Verbatim D/life 20
 3.5 DS/DD Verbatim Valulife 15
 3.5 DS/DD Bonus 11
 ★ **Diskettes 5.25 Inch DS/HD**
 5.25 DS/HD Verbatim D/life 20
 5.25 DS/HD Verbatim D/life Datalife+ 25
 5.25 DS/HD Verbatim Valulife 15
 5.25 DS/HD Bonus 11
 ★ **Diskettes 5.25 Inch DS/DD**
 5.25 DS/DD Verbatim D/life 14
 5.25 DS/DD Verbatim D/life Datalife+ 18
 5.25 DS/DD Verbatim Valulife 10
 5.25 DS/DD Bonus 7

InkJet Cartridges



★ **Ink Jet Cartridges & Refills** \$
 StyleWriter-Canon BJ-10E InkJet 48
 StyleWriter-Canon BJ-10E Refill Kits
 - 2 Refill plus refill cleaner kit (New) 38
 - 2 Refills of Mag, Cyan, Yellow, Grn, Brn, Gold, Burgundy, Red, Blue 45
 Canon BJ 80 26
 Canon BJ130 29
 Canon Ink Jet/Bubble Jet BJ300/330 35
 Canon PJ1080A-Black 25
 Canon PJ1080A-Colour 38
 Epson SQ2500 Ink Cartridge 55
 Epson SQ850/2550 Ink Cartridge 57
 HP DeskJet Cartridge 36
 HP DeskJet High Capacity 54
 HP DeskJet Tri-Colour 61
 HP DeskJet Refill Kits
 - 2 Refill plus refill cleaner kit (New) 37
 - 2 Refills of Mag, Cyan, Yellow, Grn, Brn, Gold, Burgundy, Red, Blue 45
 HP PaintJet Cartridge Black 47
 HP PaintJet Cartridge Colours 52
 HP PaintJet Cartridge Mixed Colours 68
 HP ThinkJet Cart plain paper Black 23
 HP ThinkJet Cart plain paper Colours 26
 other Cartridges available,
 including the full Hewlett Packard range,
 please call for details.

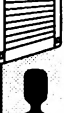


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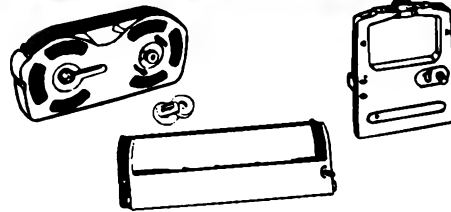
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COMPUTER ACCESSORIES & EQUIPMENT



Ribbons



*Original & compatible ribbons available
for printers & typewriters, call for a quote.*

★ Ribbons-Original \$

Apple Imagewriter (Original)	10
-------------------------------------	-----------

Epson EX 800/1000	19
Epson EX 800/1000 Colour	31

Epson EX 800/1000 Colour	51
Epson DFX5000/8000	63

Epson I Q 400/500/800

Epson LQ 400/500/600	12
Epson LQ1000	13

Epson LQ1000	13
Epson LQ1500	19

Epson LQ2500
Epson LQ2550

Epson LQ2550	23
Epson LQ2550 Colour	46

Epson LQ2550 Colour	46
Epson LX 80/86	12

Epson LX 80/86	12
Epson MX 100 / FX1050	10

Epson MX 100 / FX1050	13
Epson MX 20 / LX200	10

Epson MX 80 / LX800 10

— **1998** —

★ Ribbons-Compatible

Apple Imagewriter-Black

Apple Imagewriter-4 Colour 10

Epson LX 400/800	10
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Epson LQ 400/500/800	12
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Epson LQ 100/300/500	12
Epson LQ 1000	15

Epson LQ 1000	10
Panasonic/Super 5	12

Panasonic KYP1124	15
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PallasSonic KXF 1124	15
Star NY1000	9

Star NX1000	9
Star NY1000-4 Colour	19

★ Ribbons-Colour

Suit most printers in solid colours of:-

-Blue/Brown/Gold/Green/Magenta

-Orange/Purple/Red/Silver/Yellow

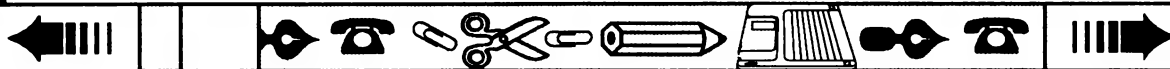
★ Ribbons-Heat Transfer

Heat transfer ribbons to suit most print-

ers in colours of:-

Black/Blue/Green/Red and Yellow

COMPUTER ACCESSORIES & EQUIPMENT



Members' Forum



Having recently volunteered for the position as the Members' Forum chairman and Ivan Nagy volunteering for the position as Minute Secretary, we decided to have the minutes of each meeting will be published in the newsletter prior to the next Members' Forum, rather than posting individual copies out to the attendees. The reason for doing this is so that the general membership are aware as to what happens and is discussed at the Forum Meetings.

S.I.G. and Service Co-ordinators are encouraged to attend as this is your chance to comment on how your S.I.G. is going, discuss any problems, request assistance etc. General members may also attend and raise topics for discussion.

Attendance of general A.U.S.O.M. members has been encouraged in the past and is doubly so this year, and we sincerely hope that this year will show an upsurge of the suggestions received from all corners.

All A.U.S.O.M. members are welcome to attend Forum Meetings

Background

The Members' Forum evolved from the S.I.G.s and Services co-ordinator's meeting that was held prior to the monthly Main Meeting, where the S.I.G. leaders meet to discuss various topics relating to their S.I.G.s and the day to day running of the club. As this time was often inconvenient for many S.I.G. leaders it was often poorly attended and was soon abandoned.

After a while, various people commented that such a meeting was again required, but all agreed that the old time slot was inconvenient, so eventually the

current time was decided upon and common consensus was every second month should be adequate.

Forum meetings are semi-informal. The chairman's primary roles are (a) to introduce each topic of discussion and (b) to prevent discussion from straying too far from the topic. We follow a fairly flexible agenda that basically consists of discussion about what's happening in the S.I.G.s and Services, what they need, where their headed, etc, followed by any other general business. Upon the completion of any General Business items listed on the agenda, any attendee may introduce further items for discussion. After the meeting, refreshments are available, as well as a relaxed atmosphere for socializing.

Many items are raised at Forum Meetings and have been acted upon, including: The introduction of "Catering" at the monthly meetings, the photo board of S.I.G. leaders in the Main Foyer, the implementation of the for sale and wanted advert board outside Lecture Theatre 1 and the Auction.

Forum Dates for 1993

Sunday, February 7, 1993
Sunday, April 11, 1993
Sunday, June 13, 1993
Sunday, August 15, 1993
Sunday, October 10, 1993
Sunday, December 12, 1993

All meetings are held at the Mount Waverley Community Centre, Miller Road, Mount Waverley (Melway Ref: 70E1) and commence at 7:30pm sharp. These are scheduled to end at 9:30pm, but if necessary may go overtime. Building will close at 10:30pm.

It is customary to have refreshments after closing the meeting. The refreshment is provided by A.U.S.O.M. The after meeting time provides the opportunity for socializing.

Members' Forum Agenda

Sunday, February 14, 1993

Venue:

Mt Waverley Community Centre
Miller Crescent, Mt Waverley

Time: 7:30pm

Meeting Open

Attendance

Apologies

Confirmation of minutes

Matters arising from minutes

Service & S.I.G. Reports

—Apple // Disk Library

—Apple //GS Library

—Macintosh Disk Library

—Book Library

—Editor/Newsletter

—Advertising

—Bulletin Board

—Membership Officer

—Training Officer

—Service & SIG Co-ordinator

—Committee of Management

—Education

—Youth & Adventure

—Communications

—General Hardware & Discussions

—Retirees & Others'

—Apple // Beginners

—Blind Leading the Blind (Apple //)

—AppleWorks

—Ka Boom! (Apple // Hardware)

—Macintosh Beginners

—Mac Forum

—Macintosh Programmers

—Making Macs Work

—HyperCard

—Apple //GS Beginners

—Apple //GS

General Business

—Matters arising from AGM

—Direction of the Members' Forum

—Confirmation of 1993 Members'

Forum dates and location

—Auction

Close of Meeting

Refreshments/Socializing

Meetings are scheduled to end at 9:30pm, but if necessary may go overtime. Building will close at 10:30pm.

Apple Users' Society of Melbourne Inc.
Minutes of the Members' Forum
held on Sunday, 13th of December 1992

at the Mount Waverley Community Centre, 41 Miller Crescent, Mt Waverley Vic 3149

The meeting was opened by the chairman Robert Pascale at 7:40 p.m.

Present:

David Harrison, Peter Maloney, Pam Doughty, Peter Szabo, James Clough, James Curtis, Ivan Nagy, Nicholas Pyers, Kevin Noonan, Fred Vonarx, Robert Pascale.

Apologies:

Michael Levine, Peter Garwood,

Confirmation of Minutes:

The Minutes of the previous meeting (11 Oct. '92) were read and it was moved by Nicholas Pyers and seconded by Fred Vonarx to be accepted. **Carried.**

Arising from the Minutes:

Equipment Submission:

Education SIG has sorted out the problems with their equipment. They are ready to use the IIE emulation card in conjunction with the Mac.

Voluntary positions for 1993:

- Apple II SIG—no commitment
- Membership and Newsletter Distribution—Peter Johnson
- AUSOM NEWS Editor—Pam Doughty
- Member Forum—Nick Pyers chairman, Ivan Nagy minutes secretary

Home Computer Show:

111 PD program packs for Mac users were sold.
Niche Publishing were offered counter space at AUSOM pavilion and some advertising materials for Niche Publishing were handed out at the AUSOM information booth. We had the advantage to display the \$90K worth of equipment,—prize for the lucky draw—received commission of every subscription of MACNEWS and DESKTOP.and were able to talk to these people about AUSOM

Sound Files:

Not completed yet. The IIE software has not been categorised.
Volunteers needed for manual sorting. Nick Pyers to follow up.

BBS:

Nick Pyers will upload old software for IIE users.

Membership:

Too many people were queuing at the December meeting to renew their membership.
Renewal should be staggered.
a) less work for everybody concerned
b) treasurer can plan ahead to cover expenditure.

SIG and SERVICES Report:

Apple II Disk Library:

Disks sale was good in December. Sold more then GSII Disks Library
Peter Szabo & Nick Pyers are investigating the possibilities of obtaining new software.
Nibble's software might be a possibility.

Apple GSII Disk Library:

December disks sale turnover very low, approx. 50 disks sold
Michael Levine will do the Disk Library for this year

MacIntosh Disk Library:

At the December meeting 434 disks were sold
Holiday Special of 4 disks: 38 were sold
Home Show Special package 14 sets sold at December meeting

Apple II:

Hardware: P Garwood has the unit; N Pyers will provide monitor disk drive etc.
P Maloney will assemble and test

Book Library:

reasonably frequented by the membership

Continued over the page

SCSI cable 50 -> 50 purchased to backup the Hard Drive

Apple II SIG:

N. Pyers, P. Szabo, P. Garwood will meet to organise plan for 1993. New software for AW.
A question and answer page in the NEWSLETTER to help members with problems

Apple II Beginners:

will continue in 1993. Attracts around 15 members at meeting date.

Mac Beginners:

Des O'Brien requests a permanent meeting room. Leo Parker's help is appreciated.

Mac Forum:

David Turk will not continue in 1993.

Mac Programmers:

No report—articles/reports in AUSOM News are appreciated

Making Macs Work:

introduction of "Help Desk" is successful. Generates lots of interest.
Need somebody with Apple II expertise for "Help Desk"

HyperCard SIG:

Somebody from Apple will talk about topical issues

Apple IIGS SIG:

Regular attendance approx. 15 people. Require Theatre 3 in 1993

Apple IIGS Beginners SIG:

no report

6502 Assembly Language SIG:

will not continue in 1993 due to lack of interest. However if questions of Assembly
Language are asked during Apple II Beginners SIG, time permitting F. Vonarx will explain.

BBS Report:

Contact at Melb. Uni. for (free MX Reord)
RMIT or Deakin for feed
Possible problems with BBS feeds etc.
Apple Talk

Communication SIG:

no report

Retirees and Others SIG:

no meeting in December due to industrial unrest in the power generating industry.
S. Buttery due to ill health and further studies will not conduct the meetings
Brian Ferguson and Jack Emmins may organise meetings for 1993

Education SIG:

Early start is well received. Besides teachers there are parents with young children as well.

Training:

Zelda Martin retired from the position. There is no appointee for the position of Training
Director yet. It was moved by Kevin Noonan that the MEMBERS FORUM should express its
thanks on behalf of the AUSOM membership for Zelda's good work during her tenure as
Training Director. This was seconded by N. Pyers and carried unanimously.

Hardware SIG (Ka-Boom):

attendance is good.
First hour conducted by Jason Xiros. Good practical info.

General Hardware & Discussion SIG:

Discussion led by Peter Maloney. Subject for February: Input devices.

SIG Co-ordinator's Report:

Robert Pascale will not submit his name for this position in 1993. It was moved by Kevin
Noonan that the MEMBERS FORUM should express its thanks for work well done. This was
seconded by F. Vonarx and carried unanimously.

General Business:

There were expressions of concern regarding the visiting Presenters versus SIG meetings.
Certain presentations reduce the number of SIG attendees.
When ever it's possible the organiser of the presentation should bring the date of the event
to the attention of the Special Interest Group Co-ordinator well ahead (couple of month) of
the appointed time.
The Chairman expressed his best wishes for the Festive Season for all present.

The Meeting closed at 9:35 p.m.

Ivan Naggy, Secretary Members' Forum

SPECIAL GUEST SPEAKERS

The special guest speakers for our March 6, 1993 meeting will be:-

SYMANTEC.™

Topics will include:-

**THE NORTON
ESSENTIALS[®]
FOR POWERBOOK**

SAM
Symantec AntiVirus, for Macintosh

This year the committee has agreed to an increase in the number of special event speakers.

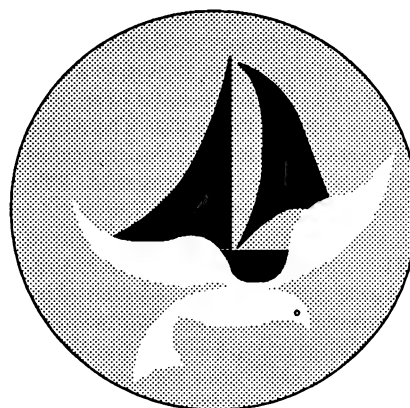
If you have a product or service of interest to members contact:

Hayden May, Fax (03) 887-8185.

Nicholas Pyers (nkp%ausom.oz@sol.cc.deakin.oz.au)

Services & S.I.G.

—Co-ordinator's Report



Commencing with the February Meeting, I will be taking over from Robert Pascale as Services & S.I.G. Co-ordinator. My duties will include organizing the timetable and allocating A.U.S.O.M equipment to S.I.Gs.

Over the next couple of months, I intend to update my list of S.I.G and Services Co-ordinators and the equipment they use. I also plan on a few minor alterations to the timetable—mainly moving the Communications S.I.G from its current 4:00 pm timeslot to either a 2:00 or 3:00 timeslot. This is to allow the possible creation of an “advanced” Comms S.I.G, and to allow more attendees at the regular Comms S.I.G—so if you wish to contact me re possible alterations, please see me at the February Meeting or contact me on Premium Access.

S.I.G. Leader Required

With the departure of Robert Pascale, the Communications S.I.G requires a new S.I.G leader.

The type of person I am looking at to run the S.I.G. is a “beginner”, as I feel that this is the level of expertise the S.I.G attendees are at, ie they are not currently using the unix prompt, auto-reply and quoting of messages, vi, elm etc. Instead they are still using the menu system and simpler options.

I feel that some of the Comms experts are out of touch with the general user of Premium Access—I for one am. I have customized my log in so I never see the normal system messages at the start, nor do I use the menu system.

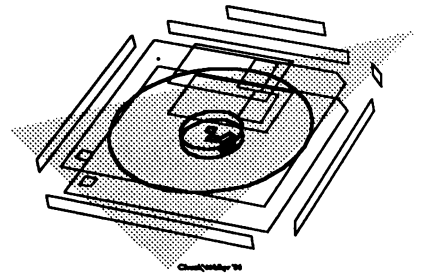
What is needed is someone who uses the BBS regularly and still use the menus. The main focus of the group is getting people started and feeling comfortable with using the system. Then we can perhaps consider an “advanced” comms S.I.G that focuses on things like NN, elm, the unix prompt and customizing scripts.

If you feel you can assist the Comms S.I.G, please contact me.





Apple II History



Part 1 — Pre-Apple History

[v1.1 :: 12 Dec 91]

Compiled and written by Steven Weyhrich
(C) Copyright 1991, Zonker Software

This story is on disk AUSOM Miscel 58 (5.25") or AUSOM 3/02 (3.5") in the Apple II library. See page 36. —Editor.

Introduction

This project began as a description of how the Apple II evolved into a IIGS, and some of the standards that emerged along the way. It has grown into a history of Apple Computer, with an emphasis on the place of the Apple II in that history. It has been gleaned from a variety of magazine articles and books that I have collected over the years, supplemented by information supplied by individuals who were "there" when it happened. I have tried not to spend much time on information that has been often repeated, but rather on the less known stories that led to the Apple II as we know it (and love it) today. Along the way I hope to present some interesting technical trivia, some thoughts about what the Apple II could have been, and what the Apple II still can be. The Apple II has been described as the computer that refuses to die. This story tells a little bit of why that is true.

If you are a new Apple II owner in 1991 and use any 8-bit Apple II software at all, you may feel bewildered by the seemingly nonsensical way in which certain things are laid out. AppleWorks asks which "slot" your printer is in. If you want to use the 80 column screen in Applesoft BASIC you must type an odd command, "PR#3". If you want to write PROGRAMS for Applesoft, you may have some of those ridiculous PEEKs and POKEs to contend with. The disk layout (which type is supposed to go into which slot) seems to be in some random order! And then there is the alphabet soup of disk systems: DOS 3.3, CP/M, Pascal, ProDOS, and GS/OS (if you have a IIGS). If you use 16-bit software EXCLUSIVELY, you will probably see none of this; however, even the most diehard GS user of the "latest and greatest" 16-bit programs will eventually need to use an 8-bit program. If you can tolerate a history lesson and would like to know "the rest of the story," I will try to make sense of it all.

I think one of the Apple II's greatest strengths is the attention they have paid over the years to be backward compatible. That means that a IIGS "power system" manufactured in 1991, with 8 meg of memory, a hand-held optical scanner, CD-ROM drive, and 150 meg of hard disk storage can still run an Integer BASIC program written in 1977, probably without ANY modification! In the world of microcomputers, where technology continues to advance monthly, and old programs may or may not run on the new models, that consistency is amazing to me. Consider the quantum leap in complexity and function between the original 4K Apple II and the ROM 03 IIGS; the amount of firmware (built-in programs) in the IIGS is larger than the entire RAM SPACE in a fully expanded original Apple II!

This strength of the Apple II could also be considered a weakness, because it presents a major difficulty in making design improvements that keep up with the advances in computer technology between 1976 and the present, and yet maintain that compatibility with the past. Other early computer makers found it easy to design improvements that created a better machine, but they did so at the expense of their existing user base (Commodore comes to mind, with the PET, Vic 20, Commodore 64, and lastly the Amiga, all completely incompatible). However, this attention to detail is just one of the things that has made the Apple II the long-lived computer that it is.

In examining the development of the Apple II, we will take a look at some pre-Apple microcomputer history, the Apple I, and the formation of Apple Computers, Inc., with some side roads into ways in which early users overcame the limits of their systems. We will follow through with the development of the Apple IIe, IIc, and IIGS, and lastly make some comments on the current state of affairs at Apple Inc. regarding the Apple II.

Pre-Apple History

Let's begin our adventure in history. I've designed a special interface card that plugs into slot 7 on an Apple II. It contains an item its inventor called a "Flux Capacitor" (something about the being able to modify flux and flow of time). The card derives its power from a self-contained generator called "Mr. Fusion" (another item I dug out of the wreckage from a train/auto accident in California a couple of years ago). Connected to the card via a specially shielded line, Mr. Fusion runs on trash (and is, therefore, the ultimate computer peripheral, if you recall the old principal of "garbage in, garbage out"). Let's put a few issues of PC MAGAZINE into Mr. Fusion, and switch on the Flux Capacitor. (Incidentally, for this to work, it needs an Apple II equipped with a specially modified Zip chip running at 88 MHz). Boot the disk and set the time circuits for 1975. Ready? Set? Go! ** CRACKADOOM **!!

Did you make it all right? (Just don't touch anything—you don't want to disrupt the space-time continuum, you know!) Now, since the first Apple II wasn't released until 1977, what are we doing back in 1975? Well, to understand how the Apple II came about, it helps to know the environment that produced it. In 1975, the microcomputer industry was still very much in its infancy. There were few "home computers" that you can choose from, and their capabilities were very much limited. The first microprocessor chip, the 4-bit 4004, had been released by Intel back in 1971. The first video game, Pong, was created by Nolan Bushnell of Atari in 1972. Also in 1972, Intel had gone a step further in microprocessor development and released the 8-bit 8008, and then the 8080 in 1973. The year 1974 saw Scelbi Computer Consulting sell what some consider to be the first commercially built microcomputer, the Scelbi 8-H, based on Intel's 8008 chip. However, it had limited distribu-

tion and due to the designer's health problems it didn't go very far. The first home-built computer, the Mark 8, was released that same year. The Mark 8 used the Intel 8080 chip, but had no power supply, monitor, keyboard, or case, and only a few hobbyists ever finished their kits. Overall, the microchip had yet to make much of an impact on the general public beyond the introduction of the hand-held calculator.

With the start of 1975 came a significant event in microcomputer history. If you will consider the early microprocessors of the years 1971 through 1974 as a time of germination and "pregnancy" of ideas and various hardware designs, January of 1975 saw the "labor and delivery" of a special package. The birth announcement was splashed on the front cover of a hacker's magazine, Popular Electronics. The baby's parents, MITS, Inc., named it "Altair 8800"; it measured 18-inches deep by 17 inches wide by 7 inches high, and it weighed in at a massive 256 bytes (that's one fourth of a "K"). Called the "World's First Minicomputer Kit to Rival Commercial Models," the Altair 8800 used the Intel 8080 chip, and sold for \$395 (or \$498 fully assembled). MITS hoped that they would get about four hundred orders for clones of this baby, trickling in over the months that the two-part article was printed. This would supply the money MITS needed to buy the parts to send to people ordering the kits (one common way those days of "bootstrapping" a small electronics business). This "trickle" of orders would also give MITS time to establish a proper assembly line for packaging the kits. However, they misjudged the burning desire of Popular Electronics' readers to build and operate their own computer. MITS received four hundred orders in ONE AFTER-NOON, and in three weeks it had taken in \$250,000.⁽¹⁾

The Popular Electronics article was a bit exuberant in the way the Altair 8800 was described. They called it "a full-blown computer that can hold its own against sophisticated minicomputers now on the market... The Altair 8800 is not a 'demonstrator' or souped-up calculator... [it] is a complete system." The article had an insert that lists some possible applications for the computer, stating that "the Altair 8800 is so powerful, in fact, that many of these applications can be performed simultaneously." Among the possible uses listed are an automated control for a ham station, a digital clock with time zone conversion, an autopilot for planes and boats, navigation computer, a brain for a robot, a pattern-recognition device, and a printed matter-to-Braille converter for the blind.⁽²⁾ Many of these things will be possible with microcomputers by 1991,

but even by then few people will have the hardware add-ons to make some of these applications possible. Also, despite the power that micros will have in that year, the ability to carry out more than one of these applications "simultaneously" will not be not practical or in some cases even possible. The exaggeration by the authors of the Popular Electronics article can perhaps be excused by their excitement in being able to offer a computer that ANYONE can own and use. All this was promised from a computer that came "complete" with only 256 bytes of memory (expandable if you can afford it) and no keyboard, monitor, or storage device.

The IMSAI 8080 (an Altair clone) also came out in 1975 and did fairly well in the hobbyist market. Another popular early computer, the Sol, would not be released until the following year. Other computers released in 1975 that enjoyed limited success were the Altair 680 (also from MITS, Inc., based on the Motorola 6800 processor), the Jupiter II (Wavemate), M6800 (Southwest Technical Products), and the JOLT (Microcomputer Associates), all kits.⁽³⁾ The entire microcomputer market was still very much a hobbyist market, best suited for those who enjoyed assembling a computer from a kit. After you assembled your computer, you either had to write your own programs (from assembly language) or enter a program someone else wrote. If you could afford the extra memory and the cost of buying a BASIC interpreter, you might have been able to write some small programs that ran in that language instead of having to figure out 8080 assembly language. If you were lucky (or rich) you had 16K of memory, possibly more; if you were REALLY lucky you owned (or could borrow) a surplus paper tape reader to avoid typing in manually your friend's checkbook balancing program. Did I say typing? Many early computer hobbyists didn't even have the interface allowing them to TYPE from a keyboard or teletype. The "complete" Altair 8800 discussed above could only be programmed by entering data via tiny little switches on its front panel, as either octal (base 8) bytes or hexadecimal (base 16) bytes. With no television monitor available either, the results of the program were read in binary (base 2) from lights on that front panel. This may sound like the old story that begins with the statement, "I had to walk five miles to school through snow three feet deep when I was your age," but it helps to understand how things were at this time to see what a leap forward the Apple II really was (er, will be. Time travel complicates grammar!)

Notes

1. Steven Levy, *HACKERS: HEROES OF THE COMPUTER REVOLUTION*, pp. 187-192.
2. H. Edward Roberts and William Yates, "Altair 8800 Minicomputer, Part 1", *POPULAR ELECTRONICS*, January 1975, pp. 33, 38. The article is interesting also in some of the terminology that is used. The Altair is described as having "256 eight-bit words" of RAM. Apparently, the term "byte" was not in common use yet.
3. Gene Smarte and Andrew Reinhardt, "15 Years of Bits, Bytes, and Other Great Moments", *BYTE*, September 1990, pp. 370-371.

Credits

This is the first part of a series of articles written by Steven Weyhrich about the history of the Apple II and Apple Inc. Steven has kindly permitted non-profit user groups to publish his work—provided two conditions have been met:

- (a) Steven is credited with the work
- (b) he receives a copy of each publication that contains part of his History.

Both these conditions have been met. I have credited Steven with the work and the Committee of Management have agreed to send Steven a copy of issues of AUSOM News that contains his series.

The series currently consists of 23 chapters and 3 appendices and each month I will submit a couple of chapters for publication until all are published. If you have any comments about the series Steven encourages you to contact him using any method below;

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GENie's A2 Roundtable:
Category 2, Topic 16
GENie's E-mail: S.WEYHRICH

Both Steven and I hope you enjoy the series.

Next Installment: The Apple I



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Macintosh Programmers' SIG

The main session (3.05 to 4.30 p.m.) of the February Mac Programmers' Special Interest Group (SIG) will have as its main activity the showing of a video of a presentation made to the Apple Worldwide Developers Conference held in May 1992. The suggested video will be the recently acquired 'Noise 101: Speech and Sound', although videos of other presentations will be available if the majority are not happy with this proposal. These videos are available courtesy of the Australasian Apple Developers and Programmers Association (AAPDA).

Mac Programming Beginners' Tutorial

The programming example at the February Beginners' Tutorial (2.05 to 3.00 p.m.) will be Flying Line from our text 'The Macintosh Programming Primer'. Flying Line is the third and final of the preliminary programs in 'The Primer'. The programming tutorial will be led by Bert Budge.

Flying Line was to be the programming example of the December meeting. However, this did not eventuate and a discussion occurred about the future and format of the Mac Programming Beginners in 1993.

The aim of the tutorials is to provide documented programming examples at the monthly meeting and to set exercises for working through at home in the intervening month. Any difficulties experienced with the programming exercises during the month are discussed first at the next monthly meeting.

To obtain a copy of the example code it is of course necessary to BRING A FLOPPY DISC.

Observations

Two years ago I observed that the beginning of a year was a good time to express one's feelings about the activities of the SIG one is involved in. This new year seems such a time.

The Mac Programmers' SIG appears to be in good shape although it has undergone considerable change over the last two years.

We have a good spread of members and the Mac Programming Beginners seems to be getting off to a sure start.

One change appears that a lot of long term attendees aren't coming any more. Knowing most of the people involved I have interpreted this to mean that having participated in the SIG they have obtained what they wanted from it and have moved on. This is an understandable development.

Another change has been the involvement of a number of younger programmers who have interests in a range

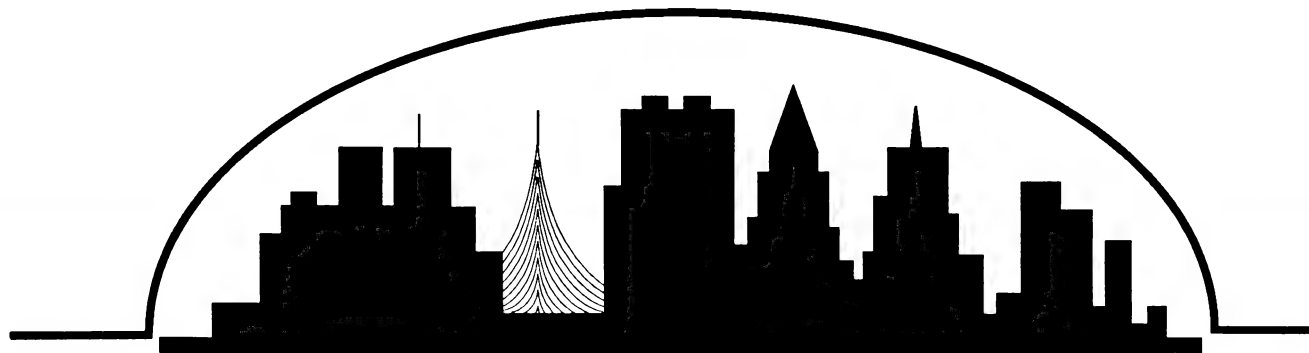
of programming areas. This has expanded the breadth of Mac programming knowledge in the SIG.

A further welcome change has been that we have received support from AAPDA in the form of videos of presentations made to the Apple Worldwide Developers Conference held in May 1992. Videos of the latest developments of Apple's plans were shown at SIG meetings during 1992. These, and other Worldwide Developers videos, have been available for borrowing by members.

Finally, despite the time tabling of a Mac Programming Beginners' SIG and calling for nominations for a convenor, there ain't no such thing (AUSOM Committee please note!). When our SIG took the initiative to conduct a Mac Programming Beginners' programme it was immediately deemed to be a new SIG. There was no consultation and we have never been informed of the nature of the AUSOM Committee's decision on the matter!

It is for this sort of reason we have stuck with our small meeting room which has been queried by members. When I first became involved with the SIG we had a more appropriately sized room, but it was often locked, or being used by another SIG. Despite being too small, our meeting room is reliable and conducive to the informality which characterises our SIG meetings. Possibly it is time for the SIG to apply for a larger room?

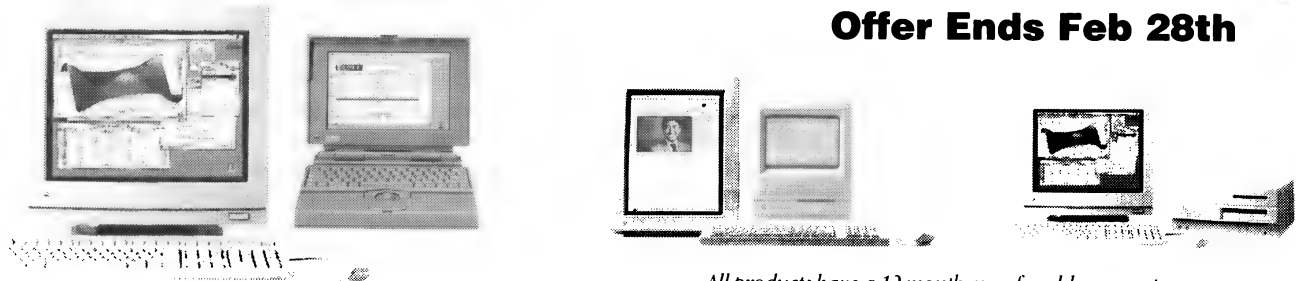
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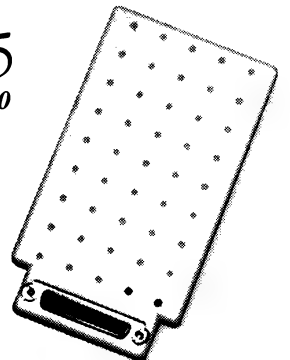
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InterNet Newsgroups



This is a list of newsgroups available from Premium Access and includes a brief description of what is discussed. There are approximately 800 newsgroups and many more are created each day.

The groups that begin with *ausom.* are available for all A.U.S.O.M. members to read and post to, while access to all other groups require the annual "Premium Access" payment to be made.

Any group that is listed as moderated requires that all postings of articles be e-mailed to a moderator, who then decides if the article is suitable. Examples of moderated groups include *rec.funny.humor* and *comp.binaries.mac*.

To subscribe to, or to unsubscribe, from a newsgroup select [S] from either the Classic Apple // or Mac menus on Premium Access and follow the instructions from there.

I hope you find the list of interest.

Newsgroup	Description
<i>ausom.advertisements</i>	Advertisements of goods and services for AUSOM members
<i>ausom.apple2</i>	Discussion about Apple // computers for AUSOM members
<i>ausom.chit-chat</i>	Social discussion group for AUSOM members
<i>ausom.developer</i>	Discussion about software development for AUSOM members
<i>ausom.general</i>	Questions and discussions about AUSOM and Premium Access
<i>ausom.macintosh</i>	Discussion about Macintosh computers for AUSOM members
<i>ausom.practice</i>	Newsgroup for practising leaving messages
<i>comp.admin.policy</i>	Discussions of site administration policies.
<i>comp.ai</i>	Artificial intelligence discussions.
<i>comp.ai.neural-nets</i>	All aspects of neural networks.
<i>comp.ai.nlang-know-rep</i>	Natural Language and Knowledge Representation. (Moderated)
<i>comp.ai.philosophy</i>	Philosophical aspects of Artificial Intelligence.
<i>comp.ai.shells</i>	Artificial intelligence applied to shells.
<i>comp.arch</i>	Computer architecture.
<i>comp.archives</i>	Descriptions of public access archives. (Moderated)
<i>comp.archives.admin</i>	Issues relating to computer archive administration.
<i>comp.benchmarks</i>	Discussion of benchmarking techniques and results.
<i>comp.binaries.acorn</i>	Binary-only postings for Acorn machines. (Moderated)
<i>comp.binaries.amiga</i>	Encoded public domain programs in binary. (Moderated)
<i>comp.binaries.apple2</i>	Binary-only postings for Apple II computer.
<i>comp.binaries.atari.st</i>	Binary-only postings—Atari ST. (Moderated)
<i>comp.binaries.ibm.pc</i>	Binary-only postings for IBM PC/MS-DOS. (Moderated)
<i>comp.binaries.ibm.pc.archives</i>	Announcements related to IBM PC archive sites.
<i>comp.binaries.ibm.pc.d</i>	Discussions about IBM/PC binary postings.
<i>comp.binaries.ibm.pc.wanted</i>	Requests for IBM PC and compat. programs
<i>comp.binaries.mac</i>	Encoded Mac programs in binary (Moderated)
<i>comp.binaries.os2</i>	Binaries for use under the OS/2 ABI. (Moderated)
<i>comp.bugs.2bsd</i>	Reports of UNIX* version 2BSD related bugs.
<i>comp.bugs.4bsd</i>	Reports of UNIX version 4BSD related bugs.
<i>comp.bugs.4bsd.ucb-fixes</i>	Bug reports/fixes for BSD Unix. (Moderated)
<i>comp.bugs.misc</i>	General UNIX bug reports and fixes (incl V7, uucp)
<i>comp.bugs.sys5</i>	Reports of USG (System III, V, etc.) bugs.
<i>comp.cog-eng</i>	Cognitive engineering.
<i>comp.compilers</i>	Compiler construction, theory, etc (Moderated)
<i>comp.compression</i>	Data compression algorithms and theory.
<i>comp.databases</i>	Database & data management issues & theory
<i>comp.dcom.fax</i>	Fax hardware, software, and protocols.
<i>comp.dcom.lans</i>	Local area network hardware and software.
<i>comp.dcom.modems</i>	Data communications hardware and software.
<i>comp.dcom.sys.cisco</i>	Info on Cisco routers and bridges.
<i>comp.dcom.telecom</i>	Telecommunications digest. (Moderated)
<i>comp.doc</i>	Archived public-domain documentation. (Moderated)
<i>comp.doc.techreports</i>	Lists of technical reports. (Moderated)
<i>comp.dsp</i>	Digital Signal Processing using computers.
<i>comp.edu</i>	Computer science education.
<i>comp.emacs</i>	EMACS editors of different flavours.
<i>comp.fonts</i>	Typefonts — design, conversion, use, etc.
<i>comp.graphics</i>	Computer graphics, art, animation, image processing.
<i>comp.graphics.avs</i>	The Application Visualization System.
<i>comp.graphics.research</i>	Highly technical computer graphics discussion. (Moderated)
<i>comp.graphics.visualization</i>	Info on scientific visualization.
<i>comp.groupware</i>	Hardware & software for facilitating group interaction.
<i>comp.human-factors</i>	Issues related to human-computer interaction (HCI).
<i>comp.infosystems</i>	Any discussion about information systems.
<i>comp.ivideodisc</i>	Interactive videodiscs — uses, potential, etc.
<i>comp.lang.ada</i>	Discussion about Ada*.
<i>comp.lang.apl</i>	Discussion about APL.
<i>comp.lang.c</i>	Discussion about C.
<i>comp.lang.c++</i>	The object-oriented C++ language.
<i>comp.lang.clos</i>	Common Lisp Object System discussions.
<i>comp.lang.eiffel</i>	The object-oriented Eiffel language.
<i>comp.lang.forth</i>	Discussion about Forth.
<i>comp.lang.fortran</i>	Discussion about FORTRAN.
<i>comp.lang.functional</i>	Discussion about functional languages.
<i>comp.lang.hermes</i>	Hermes language for distributed applications.
<i>comp.lang.idl-pvwave</i>	IDL and PV-Wave language discussions.
<i>comp.lang.lisp</i>	Discussion about LISP.
<i>comp.lang.lisp.mcl</i>	Discussing Apple's Macintosh Common Lisp.
<i>comp.lang.misc</i>	Different computer languages not specifically listed.

comp.lang.modula2	Discussion about Modula-2.	comp.protocols.ibm	Networking with IBM mainframes.
comp.lang.modula3	Discussion about the Modula-3 language.	comp.protocols.iso	The ISO protocol stack.
comp.lang.objective-c	The Objective-C language and environment.	comp.protocols.kerberos	The Kerberos authentication server.
comp.lang.pascal	Discussion about Pascal.	comp.protocols.kermit	Info about the Kermit package. (Moderated)
comp.lang.perl	Discussion of Larry Wall's Perl system.	comp.protocols.misc	Various forms and types of FTP protocol.
comp.lang.postscript	The PostScript Page Description Language.	comp.protocols.nfs	Discussion about the Network File System protocol.
comp.lang.prolog	Discussion about PROLOG.	comp.protocols.ppp	Discussion of Internet Point to Point Protocol.
comp.lang.scheme	The Scheme Programming language.	comp.protocols.tcp-ip	TCP and IP network protocols.
comp.lang.sigplan	Info & announcements from ACM SIGPLAN. (Moderated)	comp.protocols.tcp-ip.ibm	TCP/IP for IBM(-like) personal computers.
comp.lang.smalltalk	Discussion about Smalltalk 80.	comp.realtime	Issues related to real-time computing.
comp.lang.vhdl	VHSIC Hardware Description Language, IEEE 1076/87.	comp.research.japan	The nature of research in Japan. (Moderated)
comp.laser-printers	Laser printers, hardware & software. (Moderated)	comp.risks	Risks to the public from computers & users. (Moderated)
comp.lsi	Large scale integrated circuits.	comp.robotics	All aspects of robots and their applications.
comp.lsi.testing	Testing of electronic circuits.	comp.simulation	Simulation methods, problems, uses. (Mod)
comp.mail.elm	Discussion and fixes for ELM mail system.	comp.society	The impact of technology on society. (Mod)
comp.mail.headers	Gatewayed from the Internet header-people list.	comp.society.development	Computer techn. in developing countries.
comp.mail.maps	Various maps, including UUCP maps. (Moderated)	comp.society.folklore	Computer folklore & culture, past & present. (Moderated)
comp.mail.mh	The UCI version of the Rand Message Handling system.	comp.society.futures	Events in techn. affecting future computing.
comp.mail.misc	General discussions about computer mail.	comp.software-eng	Software Engineering and related topics.
comp.mail.mush	The Mail User's Shell (MUSH).	comp.sources.3b1	Source code-only postings for the AT&T 3b1. (Moderated)
comp.mail.sendmail	Configuring and using the BSD sendmail agent.	comp.sources.acorn	Source code-only postings for Acorn. (Mod)
comp.mail.uucp	Mail in the uucp network environment.	comp.sources.amiga	Source code-only postings for Amiga. (Mod)
comp.misc	General topics about computers not covered elsewhere.	comp.sources.apple2	Source code and discussion for the Apple2. (Moderated)
comp.multimedia	Interactive multimedia technologies of all kinds.	comp.sources.atari.st	Source code-only postings for the Atari ST. (Moderated)
comp.newprod	New product announcements (Moderated)	comp.sources.bugs	Bug reports, fixes, discussion for posted sources.
comp.object	Object-oriented programming and languages.	comp.sources.d	For any discussion of source postings.
comp.org.acm	Topics about the Association for Computing Machinery.	comp.sources.games	Postings of recreational software. (Mod)
comp.org.decus	Digital Equipment Computer Users' Society newsgroup.	comp.sources.games.bugs	Bug reports & fixes for posted game software.
comp.org.fidonet	FidoNews digest, official news of FidoNet Assoc. (Moderated)	comp.sources.hp48	Programs for the HP48 and HP28 calculators. (Moderated)
comp.org.ieee	Issues and announcements about the IEEE & its members.	comp.sources.mac	Software for the Apple Mac. (Moderated)
comp.org.issnnet	The International Student Society for Neural Networks.	comp.sources.misc	Posting of software. (Moderated)
comp.org.sug	Talk about/for The Sun User's Group.	comp.sources.reviewed	Source code evaluated by peer review. (Mod)
comp.org.usenix	USENIX Association events & announcements.	comp.sources.sun	Software for Sun workstations. (Moderated)
comp.org.usenix.roomshare	Finding lodging during Usenix conferences.	comp.sources.unix	Postings of complete, UNIX-oriented sources. (Moderated)
comp.os.coherent	Discussion and support of the Coherent operating system.	comp.sources.wanted	Requests for software and fixes.
comp.os.cpm	Discussion about the CP/M operating system.	comp.sources.x	Software for the X windows system. (Mod)
comp.os.mach	The MACH OS from CMU & other places.	comp.specification	Languages and methodologies for formal specification.
comp.os.minix	Discussion of Tanenbaum's MINIX system.	comp.specification.z	Discussion about the formal specification notation Z.
comp.os.misc	General OS-oriented discussion not carried elsewhere.	comp.std.c	Discussion about C language standards.
comp.os.msdos.apps	Discussion of applications that run under MS-DOS.	comp.std.c++	Discussion about C++ language, library, standards.
comp.os.msdos.desqview	QuarterDeck's Desqview & related products.	comp.std.international	Discussion about international standards.
comp.os.msdos.misc	Miscellaneous topics about MS-DOS machines.	comp.std.misc	Discussion about various standards.
comp.os.msdos.programmer	Programming MS-DOS machines.	comp.std.mumps	Discussion for the X11.1 committee on Mumps. (Moderated)
comp.os.os2.apps	Discussions of applications under OS/2.	comp.std.unix	Discussion for the P1003 committee on UNIX. (Moderated)
comp.os.os2.misc	Miscellaneous topics about the OS/2 system.	comp.sw.components	Software components & related technology.
comp.os.os2.programmer	Programming OS/2 machines.	comp.sys.3b1	Discussion & support of AT&T 7300/3B1/UnixPC.
comp.os.os9	Discussions about the os9 operating system.	comp.sys.acorn	Discussion-Acorn & ARM-based computers.
comp.os.research	Operating systems & related areas (Mod)	comp.sys.alliant	Info and discussion about Alliant computers.
comp.os.vms	DEC's VAX* line of computers & VMS.	comp.sys.amiga.advocacy	Why an Amiga is better than XYZ.
comp.os.xinu	The XINU operating system from Purdue (D. Comer).	comp.sys.amiga.announce	Announcements about the Amiga. (Mod)
comp.parallel	Massively parallel hardware/software. (Mod)	comp.sys.amiga.applications	Miscellaneous applications.
comp.patents	Patents of computer technology. (Moderated)	comp.sys.amiga.audio	Music, MIDI, speech synthesis, other sounds.
comp.periphs	Peripheral devices.	comp.sys.amiga.datacomm	Methods of getting bytes in and out.
comp.periphs.scsi	Discussion of SCSI-based peripheral devices.	comp.sys.amiga.emulations	Various hardware & software emulators.
comp.protocols.appletalk	Applebus hardware & software.		

comp.sys.amiga.games	Discussion of games for the Commodore Amiga.	comp.sys.pyramid	Pyramid 90x computers.
comp.sys.amiga.graphics	Charts, graphs, pictures, etc.	comp.sys.ridge	Ridge 32 computers and ROS.
comp.sys.amiga.hardware	Amiga computer hardware, Q&A, reviews, etc.	comp.sys.sequent	Sequent systems, (Balance and Symmetry).
comp.sys.amiga.introduction	Group for newcomers to Amigas.	comp.sys.sgi	Silicon Graphics's Iris workstations and software.
comp.sys.amiga.marketplace	Where to find it, prices, etc.	comp.sys.sun	Sun "workstation" computers. (Moderated)
comp.sys.amiga.misc	Discussions not falling in another Amiga group.	comp.sys.tahoe	CCI 6/32, Harris HXC/7, & Sperry 7000 computers.
comp.sys.amiga.multimedia	Animations, video, & multimedia.	comp.sys.tandy	Discussion about TRS-80's.
comp.sys.amiga.programmer	Developers & hobbyists discuss code.	comp.sys.ti	Discussion about Texas Instruments.
comp.sys.amiga.reviews	Reviews of Amiga software, hardware. (Moderated)	comp.sys.transputer	The Transputer computer and OCCAM language.
comp.sys.apollo	Apollo computer systems.	comp.sys.xerox	Xerox 1100 workstations and protocols.
comp.sys.apple2	Discussion about Apple II micros.	comp.sys.zenith.z100	The Zenith Z-100 (Heath H-100) family of computers.
comp.sys.apple2.gno	Discussion about the G/NO multitasking software for the Apple II GS.	comp.terminals	All sorts of terminals.
comp.sys.atari.8bit	Discussion about 8 bit Atari micros.	comp.text	Text processing issues and methods.
comp.sys.atari.st	Discussion about 16 bit Atari micros.	comp.text.desktop	Technology & techniques of desktop publishing.
comp.sys.atari.st.tech	Technical discussions of Atari ST hard/software.	comp.text.frame	Desktop publishing with FrameMaker.
comp.sys.att	Discussions about AT&T microcomputers.	comp.text.sgml	ISO 8879 SGML, structured documents, markup languages.
comp.sys.cbm	Discussion about Commodore micros.	comp.text.tex	Discussion about the TeX and LaTeX systems & macros.
comp.sys.concurrent	The Concurrent/Masscomp line of computers. (Moderated)	comp.theory.info-retrieval	Information Retrieval topics. (Moderated)
comp.sys.dec	Discussions about DEC computer systems.	comp.unix.admin	Administering a Unix-based system.
comp.sys.dec.micro	DEC Micros (Rainbow, Professional 350/380)	comp.unix.aix	IBM's version of UNIX.
comp.sys.encore	Encore's MultiMax computers.	comp.unix.amiga	Minix, SYSV4 and other *nix on an Amiga.
comp.sys.hp	Discussion about Hewlett-Packard equipment.	comp.unix.aux	The version of UNIX for Apple Macintosh II computers.
comp.sys.hp48	Hewlett-Packard's HP48 and HP28 calculators.	comp.unix.internals	Discussions on hacking UNIX internals.
comp.sys.ibm.pc.digest	The IBM PC, PC-XT, and PC-AT. (Moderated)	comp.unix.large	UNIX on mainframes and in large networks.
comp.sys.ibm.pc.hardware	XT/AT/EISA hardware, any vendor.	comp.unix.misc	Various topics that don't fit other groups.
comp.sys.ibm.pc.misc	Discussion about IBM personal computers.	comp.unix.msdos	MS-DOS running under UNIX by whatever means.
comp.sys.ibm.pc.rt	Topics related to IBM's RT computer.	comp.unix.programmer	Q&A for people programming under Unix.
comp.sys.ibm.ps2.hardware	Microchannel hardware, any vendor.	comp.unix.questions	UNIX neophytes group.
comp.sys.intel	Discussions about Intel systems and parts.	comp.unix.shell	Using and programming the Unix shell.
comp.sys.isis	The ISIS distributed system from Cornell.	comp.unix.sysv286	UNIX System V (not XENIX) on the '286.
comp.sys.laptops	Laptop (portable) computers.	comp.unix.sysv386	Versions of System V (not Xenix) on Intel 80386-based boxes.
comp.sys.m6809	Discussion about 6809's.	comp.unix.ultrix	Discussions about DEC's Ultrix.
comp.sys.m68k	Discussion about 68k's.	comp.unix.wizards	Questions for only true Unix wizards.
comp.sys.m68k.pc	Discussion about 68k-based PCs. (Moderated)	comp.unix.xenix.misc	General discussions regarding XENIX (except SCO).
comp.sys.m88k	Discussion about 88k-based computers.	comp.unix.xenix.sco	XENIX versions from the Santa Cruz Operation.
comp.sys.mac.announce	Important notices for Macintosh users. (Moderated)	comp.virus	Computer viruses & security. (Moderated)
comp.sys.mac.apps	Discussions of Macintosh applications.	comp.windows.interviews	The InterViews object-oriented windowing system.
comp.sys.mac.comm	Discussion of Macintosh communications.	comp.windows.misc	Various issues about windowing systems.
comp.sys.mac.digest	Apple Macintosh: info&uses, but no programs. (Moderated)	comp.windows.ms	Window systems under MS/DOS.
comp.sys.mac.games	Discussions of games on the Macintosh.	comp.windows.ms.programmer	Writing apps for MS Windows.
comp.sys.mac.hardware	Macintosh hardware issues & discussions.	comp.windows.news	Sun Microsystems' NeWS window system.
comp.sys.mac.hypercard	The Macintosh Hypercard: info & uses.	comp.windows.open-look	Discussion about the Open Look GUI.
comp.sys.mac.misc	General discussions about the Apple Macintosh.	comp.windows.x	Discussion about the X Window System.
comp.sys.mac.programmer	Discussion by people programming the Apple Macintosh.	comp.windows.x.general	general local news
comp.sys.mac.system	Discussions of Macintosh system software.	misc.activism.progressive	Information for Progressive activists. (Moderated)
comp.sys.mac.wanted	Postings of "I want XYZ for my Mac."	misc.books.technical	Discussion of books about technical topics.
comp.sys.mips	Systems based on MIPS chips.	misc.consumers	Consumer interests, product reviews, etc.
comp.sys.misc	Discussion about computers of all kinds.	misc.consumers.house	Discussion about owning and maintaining a house.
comp.sys.ncr	Discussion about NCR computers.	misc.education	Discussion of the educational system.
comp.sys.next	NeXT's workstations, peripherals, and software.	misc.emerg-services	Forum for paramedics & other first responders.
comp.sys.next.announce	Announcements related to the NeXT computer system. (Moderated)	misc.entrepreneurs	Discussion on operating a business.
comp.sys.next.misc	General discussion about the NeXT computer system.	misc.fitness	Physical fitness, exercise, etc.
comp.sys.next.programmer	NeXT related programming issues.	misc.forsale	Short, tasteful postings about items for sale.
comp.sys.next.sysadmin	Discussions related to NeXT system administration.	misc.forsale.computers	Computers and computer equipment for sale.
comp.sys.novell	Discussion of Novell Network products.	misc.handicap	Items of interest for/about the handicapped. (Moderated)
comp.sys.nsc.32k	National Semiconductor 32000 series chips.	misc.headlines	Current interest: drug testing, terrorism, etc.
comp.sys.palmtops	Super-powered calculators the palm of your hand.	misc.int-property	Discussion of intellectual property rights.
comp.sys.prime	Prime Computer products.	misc.invest	Investments and the handling of money.
comp.sys.proteon	Proteon gateway products.	misc.jobs.contract	Discussions about contract labor.

misc.jobs.misc	Discussion about employment, workplaces, careers.	rec.arts.misc	Discussions about the arts not in other groups.
misc.jobs.offered	Announcements of positions available.	rec.arts.movies	Discussions of movies and movie making.
misc.jobs.resumes	Postings of resumes and "situation wanted" articles.	rec.arts.movies.reviews	Reviews of movies. (Moderated)
misc.kids	Children, their behavior and activities.	rec.arts.poems	For the posting of poems.
misc.legal	Legalities and the ethics of law.	rec.arts.sf-lovers	Science fiction lovers' newsgroup.
misc.legal.computing	Discussing the legal climate of the computing world.	rec.arts.sf-reviews	Reviews of science fiction/fantasy/horror works. (Moderated)
misc.misc	Various discussions not fitting in any other group.	rec.arts.sf.announce	Major announcements of the SF world. (Mod)
misc.news.southasia	News from Bangladesh, India, Nepal, etc. (Moderated)	rec.arts.sf.fandom	Discussions of SF fan activities.
misc.rural	Devoted to issues concerning rural living.	rec.arts.sf.marketplace	Personal forsale notices of SF materials.
misc.security	Security in general, not just computers. (Mod)	rec.arts.sf.misc	Science fiction lovers' newsgroup.
misc.taxes	Tax laws and advice.	rec.arts.sf.movies	Discussing SF motion pictures.
misc.test	For testing of network software. Very boring.	rec.arts.sf.reviews	Critiques of science fiction stories. (Mod)
misc.wanted	Requests for things that are needed (NOT software).	rec.arts.sf.science	Real and speculative aspects of SF science.
misc.writing	Discussion of writing in all of its forms.	rec.arts.sf.tv	Discussing general television SF.
news.admin	Comments directed to news administrators.	rec.arts.sf.written	Discussion of written SF and fantasy.
news.announce.conferences	Calls for papers and conference announcements. (Moderated)	rec.arts.startrek	Star Trek, the TV shows and the movies.
news.announce.important	General announcements of interest to all. (Moderated)	rec.arts.startrek.info	Information on the universe of StarTrek (Mod)
news.announce.newgroups	Calls for newgroups & announcements of same. (Moderated)	rec.arts.theatre	Discussion of all aspects of stage work & theatre.
news.announce.newusers	Explanatory postings for new users. (Mod)	rec.arts.tv	The boob tube, its history, and past and current shows.
news.answers	Repository for periodic USENET articles. (Mod)	rec.arts.tv.soaps	Postings about soap operas.
news.config	Postings of system down times and interruptions.	rec.arts.tv.uk	Discussions of telly shows from the UK.
news.future	Future technology of network news systems.	rec.arts.wobegon	"A Prairie Home Companion" radio show discussion.
news.groups	Discussions and lists of newsgroups.	rec.audio	High fidelity audio.
news.lists	News-related statistics and lists. (Moderated)	rec.audio.car	Discussions of automobile audio systems.
news.lists.ps-maps	Maps relating to USENET traffic flows. (Mod)	rec.audio.high-end	High-end audio systems. (Moderated)
news.misc	Discussions of USENET itself.	rec.autos	Automobiles, automotive products and laws.
news.newsites	Postings of new site announcements.	rec.autos.driving	Driving automobiles.
news.newusers.questions	Q & A for users new to the Usenet.	rec.autos.sport	Discussion of organized, legal auto competitions.
news.software.anu-news	VMS B-news software from Australian National Univ.	rec.autos.tech	Technical aspects of automobiles, et. al.
news.software.b	Discussion about B-news-compatible software.	rec.autos.vw	Issues pertaining to Volkswagon products.
news.software.nn	Discussion about "nn" news reader package.	rec.aviation	Aviation rules, means, and methods.
news.software.notes	Notesfile software from the Univ. of Illinois.	rec.backcountry	Activities in the Great Outdoors.
news.software.readers	Discussion of software used to read network news.	rec.bicycles	Bicycles, related products and laws.
news.sysadmin	Comments directed to system administrators.	rec.birds	Hobbyists interested in bird watching.
nz.archives	Announcements of available software.	rec.boats	Hobbyists interested in boating.
nz.arts	Discussion on the Arts.	rec.boats.paddle	Talk about any boats with oars, paddles, etc.
nz.comp	Computing and computers.	rec.climbing	Climbing techniques, competition announcements, etc.
nz.general	General information, announcements, etc	rec.collecting	Discussion among collectors of many things.
nz.molbio	Molecular Biology.	rec.crafts.brewing	The art of making beers and meads.
nz.netstatus	Status of local & international net links	rec.crafts.misc	Handiwork arts not covered elsewhere.
nz.rec	Recreation.	rec.crafts.textiles	Sewing, weaving, knitting and other fiber arts.
nz.soc	Social issues.	rec.equestrian	Discussion of things equestrian.
nz.soc.green	Environmental issues.	rec.folk-dancing	Folk dances, dancers, and dancing.
nz.wanted	Requests for sources, information,...	rec.food.cooking	Food, cooking, cookbooks, and recipes.
rec.aquaria	Keeping fish and aquaria as a hobby.	rec.food.drink	Wines and spirits.
rec.arts.animation	Discussion of various kinds of animation.	rec.food.recipes	Recipes for interesting food and drink. (Mod)
rec.arts.anime	Japanese animation fen discussion.	rec.food.restaurants	Discussion of dining out.
rec.arts.bodyart	Tattoos and body decoration discussions.	rec.food.veg	Vegetarians.
rec.arts.books	Books of all genres & the publishing industry.	rec.gambling	Articles on games of chance & betting.
rec.arts.cinema	Discussion of the art of cinema. (Moderated)	rec.games.backgammon	Discussion of the game of backgammon.
rec.arts.comics	Comic books and strips, graphic novels, sequential art.	rec.games.board	Discussion and hints on board games.
rec.arts.comics.marketplace	Exchange of comics and comic related items.	rec.games.board.ce	The Cosmic Encounter board game.
rec.arts.dance	Any aspects of dance not covered in another newsgroup.	rec.games.bridge	Hobbyists interested in bridge.
rec.arts.disney	Discussion of any Disney-related subjects.	rec.games.chess	Chess & computer chess.
rec.arts.drwho	Discussion about Dr. Who.	rec.games.corewar	The Core War computer challenge.
rec.arts.erotica	Erotic fiction and verse. (Moderated)	rec.games.design	Discussion of game design related issues.
rec.arts.fine	Fine arts & artists.	rec.games.empire	Discussion and hints about Empire.
rec.arts.int-fiction	Discussions about interactive fiction.	rec.games.frp	Discussion about Role Playing games.
		rec.games.go	Discussion about Go.
		rec.games.hack	Discussion, hints, etc. about the Hack game.
		rec.games.misc	Games and computer games.
		rec.games.moria	Comments, hints & info for the Moria game.
		rec.games.mud	Various aspects of multi-users computer games.
		rec.games.mud.lp	Discussions of the LPMUD computer role playing game.
		rec.games.pbm	Discussion about Play by Mail games.
		rec.games.pinball	Discussing pinball-related issues.
		rec.games.programmer	Discussion of adventure game programming.
		rec.games.rogue	Discussion and hints about Rogue.
		rec.games.trivia	Discussion about trivia.
		rec.games.video	Discussion about video games.
		rec.games.video.arcade	Discussions about coin-operated video games.

rec.gardens	Gardening, methods and results.	rec.sport.golf	Discussion about all aspects of golfing.
rec.guns	Discussions about firearms. (Moderated)	rec.sport.hockey	Discussion about hockey.
rec.humor	Jokes & the like. May be somewhat offensive.	rec.sport.misc	Spectator sports.
rec.humor.d	Discussions of content of rec.humor articles.	rec.sport.pro-wrestling	Discussion about professional wrestling.
rec.humor.funny	Jokes that are funny (in the moderator's opinion). (Moderated)	rec.sport.rugby	Discussion about the game of rugby.
rec.hunting	Discussions about hunting. (Moderated)	rec.sport.soccer	Discussion about soccer (Assn Football).
rec.juggling	Juggling techniques, equipment and events.	rec.sport.tennis	Things related to the sport of tennis.
rec.mag	Magazine summaries, tables of contents, etc.	rec.sport.triathlon	Discussing all aspects of multi-event sports.
rec.martial-arts	Discussion of the various martial art forms.	rec.sport.volleyball	Discussion about volleyball.
rec.misc	General topics about recreational/participant sports.	rec.travel	Traveling all over the world.
rec.models.rc	Radio-controlled models for hobbyists.	rec.video	Video and video components.
rec.models.rockets	Model rockets for hobbyists.	rec.video.releases	Pre-recorded video releases on laserdisc and videotape.
rec.motorcycles	Motorcycles and related products and laws.	rec.video.satellite	Getting shows via satellite.
rec.music.afro-latin	Music with afro-latin influences.	rec.windsurfing	Riding the waves as a hobby.
rec.music.beatles	Postings about the Fab Four & their music.	rec.woodworking	Hobbyists interested in woodworking.
rec.music.bluenote	Discussion of jazz, blues & related music.	sci.aeronautics	Science of aeronautics & related technology.
rec.music.cd	CDs — availability and other discussions.	sci.aquaria	Scientifically-oriented postings about aquaria.
rec.music.christian	Christian music, both contemporary and traditional.	sci.archaeology	Studying antiquities of the world.
rec.music.classical	Discussion about classical music.	sci.astro	Astronomy discussions and information.
rec.music.country.western	C&W music, performers, performances, etc.	sci.bio	Biology and related sciences.
rec.music.dementia	Discussion of comedy and novelty music.	sci.chem	Chemistry and related sciences.
rec.music.dylan	Discussion of Bob's works & music.	sci.crypt	Different methods of data en/decryption.
rec.music.early	Discussion of pre-classical European music.	sci.econ	The science of economics.
rec.music.folk	Folks discussing folk music of various sorts.	sci.edu	The science of education.
rec.music.funky	Funk, rap, hip-hop, house, soul, r&b and related.	sci.electronics	Circuits, theory, electrons and discussions.
rec.music.gaffa	Discussion of Kate Bush & other alternative music. (Moderated)	sci.energy	Discussions of energy, science & technology.
rec.music.gdead	A group for (Grateful) Dead-heads.	sci.engr	Technical discussions about engineering tasks.
rec.music.industrial	Discussion of all industrial-related music styles.	sci.engr.chem	All aspects of chemical engineering.
rec.music.makers	For performers and their discussions.	sci.environment	Discussions of the environment and ecology.
rec.music.misc	Music lovers' group.	sci.geo.fluids	Discussion of geophysical fluid dynamics.
rec.music.newage	"New Age" music discussions.	sci.geo.geology	Discussion of solid earth sciences.
rec.music.reviews	Reviews of music of all genres and mediums. (Moderated)	sci.geo.meteorology	Discussion of meteorology and related topics.
rec.music.synth	Synthesizers and computer music.	sci.lang	Natural languages, communication, etc.
rec.music.video	Discussion of music videos and music video software.	sci.lang.japan	Japanese language, both spoken and written.
rec.nude	Hobbyists interested in naturist/nudist activities.	sci.logic	Logic—math, philosophy & computational aspects.
rec.org.sca	Society for Creative Anachronism.	sci.math	Mathematical discussions and pursuits.
rec.pets	Pets, pet care, and household animals in general.	sci.math.stat	Statistics discussion.
rec.pets.cats	Discussion about domestic cats.	sci.math.symbolic	Symbolic algebra discussion.
rec.pets.dogs	Any and all subjects relating to dogs as pets.	sci.med	Medicine, its related products & regulations.
rec.photo	Hobbyists interested in photography.	sci.med.aids	AIDS: treatment, pathology/biology of HIV, prevention. (Moderated)
rec.puzzles	Puzzles, problems, and quizzes.	sci.med.physics	Issues of physics in medical testing/care.
rec.pyrotechnics	Fireworks, rocketry, safety, & other topics.	sci.military	Discussion about science & the military. (Mod)
rec.radio.amateur.misc	Amateur radio practices, contests, events, rules, etc.	sci.misc	Short-lived discussions on subjects in the sciences.
rec.radio.amateur.packet	Discussion about packet radio setups.	sci.nanotech	Self-reproducing molecular-scale machines. (Moderated)
rec.radio.amateur.policy	Radio use & regulation policy.	sci.optics	Discussion relating to the science of optics.
rec.radio.cb	Citizen-band radio.	sci.philosophy.tech	Technical philosophy: math, science, logic, etc.
rec.radio.noncomm	Topics relating to noncommercial radio.	sci.physics	Physical laws, properties, etc.
rec.radio.shortwave	Shortwave radio enthusiasts.	sci.physics.fusion	Info on fusion, esp. "cold" fusion.
rec.radio.swap	Offers to trade and swap radio equipment.	sci.psychology	Topics related to psychology.
rec.railroad	Real and model train fans' newsgroup.	sci.psychology.digest	PSYCOLOQUY: Refereed Psychology Journal and Newsletter. (Moderated)
rec.roller-coaster	Roller coasters & other amusement park rides.	sci.research	Research methods, funding, ethics, etc.
rec.running	Running for enjoyment, sport, exercise, etc.	sci.skeptic	Skeptics discussing pseudo-science.
rec.scuba	Hobbyists interested in SCUBA diving.	sci.space	Space, space programs, space related research, etc.
rec.skiing	Hobbyists interested in snow skiing.	sci.space.shuttle	The space shuttle and the STS program.
rec.skydiving	Hobbyists interested in skydiving.	sci.virtual-worlds	Modelling the universe. (Moderated)
rec.sport.baseball	Discussion about baseball.	soc.bi	Discussions of bisexuality.
rec.sport.basketball.college	Hoops on the collegiate level.	soc.college	College, college activities, campus life, etc.
rec.sport.basketball.misc	Discussion about basketball.	soc.college.grad	General issues related to graduate schools.
rec.sport.basketball.pro	Talk of professional basketball.	soc.college.gradinfo	Information about graduate schools.
rec.sport.cricket	Discussion about the sport of cricket.	soc.couples	Discussions for couples (cf. soc.singles).
rec.sport.disc	Discussion of flying disc based sports.	soc.culture.african	Discussions about Africa & things African.
rec.sport.football.college	US-style college football.	soc.culture.african.american	Discussions about Afro-American issues.
rec.sport.football.misc	Discussion about American-style football.	soc.culture.arabic	Technological & cultural issues, *not* politics.
rec.sport.football.pro	US-style professional football.	soc.culture.asean	Countries of the Assoc. of SE Asian Nations.
		soc.culture.asian.american	Issues & discussion about Asian-Americans.
		soc.culture.australian	Australian culture and society.
		soc.culture.bangladesh	Issues & discussion about Bangladesh.

soc.culture.british	Issues about Britain & those of British descent.	talk.rumors	For the posting of rumors.
soc.culture.canada	Discussions of Canada and its people.	vmsnet.admin	Administration of the VMSnet newsgroups.
soc.culture.celtic	Group about Celts (*not* basketball!).	vmsnet.announce	General announcements of interest to all. (Moderated)
soc.culture.china	About China and Chinese culture.	vmsnet.announce.newusers	Orientation info for new users. (Moderated)
soc.culture.europe	Discussing all aspects of all-European society.	vmsnet.decus.lugs	Discussion of DECUS Local User Groups and related issues.
soc.culture.filipino	Group about the Filipino culture.	vmsnet.employment	Jobs sought/offered, workplace and employment related issues.
soc.culture.french	French culture, history, & related discussions.	vmsnet.internals	VMS internals, MACRO-32, Bliss, etc., gatewayed to MACRO32 list.
soc.culture.german	Discussions about German culture & history.	vmsnet.mail.misc	Other electronic mail software.
soc.culture.greek	Group about Greeks.	vmsnet.mail.mx	MX email system from RPI, gatewayed to MX mailing list.
soc.culture.hongkong	Discussions pertaining to Hong Kong.	vmsnet.mail.pmdf	PMDf email system, gatewayed to ipmdf mailing list.
soc.culture.indian	Discussion about India & things Indian.	vmsnet.misc	General VMS topics not covered elsewhere.
soc.culture.iranian	Discussions about Iran and things Iranian/Persian.	vmsnet.networks.desktop.misc	Other desktop integration software.
soc.culture.italian	The Italian people and their culture.	vmsnet.networks.desktop.pathworks	DEC Pathworks desktop integration software.
soc.culture.japan	Everything Japanese, except the language.	vmsnet.networks.management.decmcc	DECmcc and related software.
soc.culture.jewish	Jewish culture & religion. (cf. talk.politics.mideast)	vmsnet.networks.management.misc	Other network management solutions.
soc.culture.korean	Discussions about Korean & things Korean.	vmsnet.networks.misc	General networking topics not covered elsewhere.
soc.culture.latin-america	Topics about Latin-America.	vmsnet.networks.tcp-ip.cmu-tek	CMU-TEK TCP/IP package, gatewayed to cmu-tek-tcp+@andrew.cmu.edu.
soc.culture.lebanon	Discussion about things Lebanese.	vmsnet.networks.tcp-ip.misc	Other TCP/IP solutions for VMS.
soc.culture.magyar	The Hungarian people & their culture.	vmsnet.networks.tcp-ip.multinet	TGV's Multinet TCP/IP, gatewayed to info-multinet.
soc.culture.magyar	Discussion of Mexico's society.	vmsnet.networks.tcp-ip.ucx	DEC's VMS/Ultrix Connection (or TCP/IP services for VMS) product.
soc.culture.misc	Group for discussion about other cultures.	vmsnet.networks.tcp-ip.wintcp	The Wollongong Group's WIN-TCP TCP/IP software.
soc.culture.nepal	Discussion of people & things in/from Nepal.	vmsnet.pdp-11	PDP-11 hardware and software, gatewayed to info-pdp11.
soc.culture.new-zealand	Discussion of topics related to New Zealand.	vmsnet.sources	Source code postings ONLY. (Moderated)
soc.culture.nordic	Discussion about culture up north.	vmsnet.sources.d	Discussion about or requests for sources.
soc.culture.pakistan	Topics of discussion about Pakistan.	vmsnet.sources.games	Recreational software postings.
soc.culture.polish	Polish culture, Polish past & Polish politics.	vmsnet.sysmgt	VMS system management.
soc.culture.portuguese	Discussion of the people of Portugal.	vmsnet.test	Test messages.
soc.culture.soviet	Topics relating to Russian or Soviet culture.	vmsnet.tpu	TPU language and applications, gatewayed to info-tpu.
soc.culture.spain	Discussion of culture on Iberian peninsula.	vmsnet.uucp	DECUS uucp software, gatewayed to vmsnet mailing list.
soc.culture.sri-lanka	Things & people from Sri Lanka.		
soc.culture.taiwan	Discussion about things Taiwanese.		
soc.culture.thai	Thai people and their culture.		
soc.culture.turkish	Discussion about things Turkish.		
soc.culture.usa	The culture of the United States of America.		
soc.culture.vietnamese	Issues and discussions of Vietnamese culture.		
soc.culture.yugoslavia	Discussions of Yugoslavia and its people.		
soc.feminism	Discussion of feminism & feminist issues. (Moderated)		
soc.history	Discussions of things historical.		
soc.men	Issues related to men, their problems & relationships.		
soc.misc	Socially-oriented topics not in other groups.		
soc.motss	Issues pertaining to homosexuality.		
soc.net-people	Announcements, requests, etc. about people on the net.		
soc.politics	Political problems, systems, solutions. (Mod)		
soc.politics.arms-d	Arms discussion digest. (Moderated)		
soc.religion.christian	Christianity and related topics. (Moderated)		
soc.religion.eastern	Discussions of Eastern religions. (Moderated)		
soc.religion.islam	Discussions of the Islamic faith. (Moderated)		
soc.rights.human	Human rights & activism (e.g., Amnesty International).		
soc.roots	Genealogical matters.		
soc.singles	Newsgrp for single people, their activities etc.		
soc.veterans	Social issues relating to military veterans.		
soc.women	Issues related to women, their problems & relationships.		
talk.abortion	Discussions and arguments on abortion.		
talk.bizarre	The unusual, bizarre, curious & often stupid.		
talk.environment	Discussion the state of the environment & what to do.		
talk.origins	Evolution versus creationism (sometimes hot!).		
talk.philosophy.misc	Philosophical musings on all topics.		
talk.politics.drugs	The politics of drug issues.		
talk.politics.guns	The politics of firearm ownership and (mis)use.		
talk.politics.mideast	Discussion & debate of Middle Eastern events.		
talk.politics.misc	Political discussions and ravings of all kinds.		
talk.politics.soviet	Discussion of Soviet politics, domestic and foreign.		
talk.politics.space	Non-technical issues affecting space exploration.		
talk.politics.theory	Theory of politics and political systems.		
talk.rape	Discussions on stopping rape; not to be crossposted.		
talk.religion.misc	Religious, ethical, & moral implications.		
talk.religion.newage	Esoteric & minority religions & philosophies.		



Letters to the Editor

Dear Pam,

For all the people who enjoy Kenrick Mock's word games, Letterslide, Boggled and Viad, I have some interesting news. In a letter I received from Kenrick on the 5th of January, he said:

"I plan on making a dictionary editor for all three word games one of these days."

That should be good news for the ambitious people who already use his games, and would like to expand the dictionaries with additional words, (the mind boggles!) Perhaps if people included a note with their shareware fees requesting this intended addition, it may happen a little earlier!

In addition, Kenrick is currently working on a game he called 'Pente' for the GS. He points out that 'Pente' is kind of like 'Go', but at the moment it's a little too slow to be playable right now. He said he is working on it and it WILL be available in the near future. Inciden-

tally, I haven't the faintest idea what 'Go' is or does, but I'm sure 'Pente' will be yet another exciting game on the shareware circuit from this prolific IIGs program writer.

On a different matter entirely, it may be of interest to ZipGS owners that Kenrick has a 'beefed up' version of the ZipGS which runs at 12 Mhz. The heart of his Zip card was transplanted with a WDC 14 Mhz chip, who said the gs was 'dead'? There are still a lot of 'things' happening in the Apple // arena, and I'm sure it will continue to for a long time to come if users continue to support the shareware and commercial software (and hardware) producers.

Regards,
Bill Agius (bla on Premium Access)

Dear Pam,

I am writing this to suggest that dedicating an edition of the AUSOM News to HyperCard might be educational, especially as it is a topic of potential interest to all Apple Users. I am sure that members must have terrific ideas for stacks and scripts or have not been alerted to the potential of HyperCard.

I have recently acquired HyperCard 2.1, which is streets ahead of version 1.2 and a book called "HyperTalk 2.0: the book" by Dan Winkler and Scot Kamins. This book, whilst expensive, is well worth the cost as it is big, clearly written and has lots of really good examples. It explains how HyperCard works, the grammar and syntax of HyperTalk, suggestions for better (and faster) scripts and comprehensive notes for writing externals.

Yours sincerely

Richard Todd

*Thank-you Todd for your suggestion, I propose that we alter the 'theme' for April to "New Products and Manufacturing" and make the 'theme' for May "HyperCard & HyperStudio". If anyone has any objections please let me know by the next newsletter deadline—February 12.
—Editor*



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Useful Data

or How to cram it into your DataBase so you can find it again!

It's not much good storing heaps of information in your database if it's hard to extract it again when you need it.

To find information easily, you should arrange the data so that is displayed by your database instead of being buried in it. To do this properly requires a little thought and a little planning.

The information in this article has been distilled from several years managing a database of about 250 names comprising a club membership and mailing list. I use an Apple IIc with Appleworks and two 5 1/4" disk drives. I'll just write about floppies as that's all I have on my Apple. If any of this is of value to you hard disk users, feel free to use it.

Disks

To begin with, you should sort out what information is going on which disks. It's easy if you have a hard disk: you just make the necessary directories and subdirectories (or folders for Macintosh users), one for each subject. If you are using only floppy disks you have to take a different approach.

The best thing to do is to have one (or more) disks for each application. As an example, I have one disk where I keep my club membership database, another for my personal letters, and this article is on a disk with three other articles for AUSOM News.

The disk or directory name is important. Prodos permits this to be 15 characters long. This is enough for something like SHOP.ACCTS.91 or AUSOM.ARTICLES. Obviously, you can't always put a full description on the disk name, but the abbreviated name should not be too cryptic, or you won't understand what it means if you read the label in six months time. It's also helpful if your abbreviations are consistent; eg using the abbreviation INV for Investments and Inventory should be avoided.

If you are using floppies to store information, it's helpful to put additional information on the disk label such as the operating system for program disks, or the file format for data disks. I label my Appleworks data disks with a capital A and all backup disks with a capital B. The date of the backup might be useful, too. (You do make backups don't you?)

File Names

Appleworks permits file names to be up to 15 characters long, and to include numbers and full stops. This is a lot better than the eight characters you are permitted in MS-DOS, and should permit you to find an accurate and concise filename. It also helps if you can develop a consistent scheme for naming your disks and files.

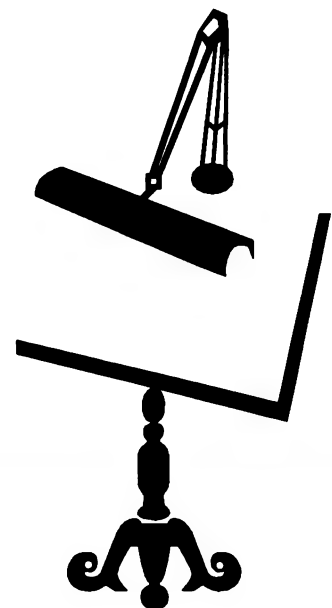
(I suspect that one reason MS-DOS user have so many directories and subdirectories is that they are permitted only eight letters to name a file with. Try writing anything meaningful with eight letters!)

If you have the misfortune to be familiar with the Microsoft Disk Operating System (MS-DOS), you may be familiar with the idea of the filename extension. This is something we might copy from them and use ourselves. This is how it works:

Whenever a file is created, MS-DOS permits a three letter suffix to be added after the file name. Very often the extension is added automatically by the program. For instance Microsoft Word documents are all saved with the extension .DOC after the file name. If I named this article ARTICLE, it would be saved as ARTICLE.DOC by MS Word. Other word processors use .TXT to designate a text file. Some standard names are .BAK for backup files, .BAT, .COM, .EXE and .SYS which are all program files of one sort or another and .BAS for Basic programs.

Whenever the (MS-DOS) user catalogues a disk, the filename extension is shown after the filename, separated by a full stop. The extension makes it easy to catalogue MS-DOS files by their type using utility programs such as XTree. For instance, one can list all backup files, which have the extension .BAK so that they may be deleted to free up disk space. (Some programs automatically keep backups when a file is edited.)

Prodos uses a file type designation, as you will see if you use the CAT or CATALOG commands from Basic, but few applications programs make use of this, and no utility programs I have allow you to select files according to the file type. Some programs use them internally, to ensure that files they are accessing are of the correct type. Appleworks, for instance, catalogues files as Appleworks Database (ADB), Spreadsheet (ASP) and Word Processing (AWP) files, and lists any other file types as "Other". If you have other files on your Appleworks disk, it would be useful to know if they were .TXT text files, which could be imported into Appleworks, or for example, .PIC files (graphics) which can't be.



A series of file type names could be useful, perhaps:

- .LTR Letter
- .INV Invoice
- .SST Spreadsheet
- .ACT Accounts
- .DBS Database

I'm sure you could invent a system suited to your own needs. The file type designation need not be appended to the end of the file name. It could be used at the beginning to group files of a similar nature. As an example, appending the file type LTR to the beginning of all your letters would group them all together when the disk is catalogued by Appleworks as follows:

- LTR.AUSOM.4.92
- LTR.BANK.4.92
- LTR.BANK.5.92
- LTR.CHRIS.4.92

This would make it easy to find all letters to a particular addressee quickly, and as the date is included in the above examples, the most recent one will be listed last.

Information

Information is stored in a database as records. Each record is an entry such as the listing of a book title, author's name, publisher and so on for a bibliography, or each name address and 'phone number in your address book.

Each record is divided into fields (called categories in Appleworks). The fields hold the separate pieces of information in the record. For your address book, you would have fields for Name, Address, City, Postcode, Phone Number, Area Code.

In planning your database, the first thing to do is sit down with a pencil and paper and list what information you need to store. List only the information you can use. Sometimes information is recorded because it's on a form and for no other reason. I've got two hundred business 'phone numbers on the database of my club, and I never 'phone any of them at work. Why are they there? Because the membership form asks for them. Why is it on the form? I don't know. I didn't design it.

As an example, if you were planning a bibliography, you would want not only the title and author of the book, but the publishers' name and the year of publication if you intend to quote the bibliography as a reference in an essay. If you are intending to use it as a reference for your own research, you may want to include a list of keywords, and a subject title. This makes it easy to list all the publications on a particular topic.

If you are keeping a database of members of your club (as I do), you would want not just their names and addresses but also information such as:

```
Name: Peter Goodyear
Title: Mr P Goodyear
Address1: 134 Harold Street
Address2: -
CITY: THORNBURY
P/code: 3071
Area: C
MESSAGE:

M/ship No: 130
Type: S
M/ship due: 9209
KEY: GOODYEAR+
```

Figure 1 Database Record — Label Format

postcodes, membership numbers, renewal dates, class of membership and perhaps the number of years membership. This sort of information is useful if you want to analyse the details of your membership such as counting how many new members joined this year or where most of them live.

That can be a lot of information. You will want to be able to access it easily, and to amend it or enter new items easily. Unfortunately, Appleworks lets you display the data in only two formats. These are shown in Figure 1 above and Figure 2 below. The two data formats are: as a single record (label format) or in tabular form (tables format). More sophisticated databases such as DataBase IV permit several custom-made formats for different purposes such as data entry, reviewing data, and printing reports.

Some items from my membership list need explaining. Two versions of the name are recorded. The formal one (Title) for mailing labels, the given name for membership lists. "Area" is the Australia Post Mail Centre. (If we pre-sort our newsletter, it goes at a discount rate.) I put the data field names in capitals or lower case as a reminder that the data is to be entered that way. The "Membership Due" date is the month and year written backwards: 9209 = September 1992. I prefer that to Appleworks' illogical US format of month-day-year, and sorting by date can be done as a numerical sort. "Type" is the type of membership, S for Single. I can also put F for Family, and combine it with C for Concession for pensioners, unemployed etc.

"Message" is usually blank, but I can fill it in with reminders to members that their subscription is due, or to publicise

the Annual General Meeting or whatever. When the member next receives his newsletter, there is a reminder on the label that the subscription is due or whatever. "KEY" is a sort key explained in the next topic.

Reports

Information is extracted from the database as reports. A report is a selection of database records and may not include all the fields (categories) in the database. This may be in either of the two forms shown above. In Appleworks they are referred to as Tables and Labels type report. Other databases refer to them as multiple-record and single-record layouts, or as forms and lists.

Appleworks lets you define up to eight reports in a database. The report may be printed out on your printer, displayed on the screen or printed to the Clipboard to be pasted into a word processor document. The option of displaying the report on the screen is often overlooked. It provides an easy way to check that the information is correct and is presented in a format that is easy to read. In Appleworks, you can only page forwards through the screen display. The <Open-Apple> -<H> command still works though, so you can take a screen snapshot if you are only searching for one or two records.

I mostly use two report formats. One is for mailing a club newsletter. This includes the name, address and membership number of the member, and the Message field.

Message is usually blank unless I add a reminder that a member's subscription is due, or a message to everybody that the Annual General Meeting is due.

Continued over the page

```
File: MEMBERS
Report: LISTING
Selection: Name contains GOODYEAR

KEY      Full Name      TOWN Postcode Area Type M/shp Due
-----
GOODYEAR+Peter GoodyearTHORNBURY 3071    C    S    9209
```

Figure 2 Database Record — Table format

Useful Data (Cont)

I also print out a membership list detailing the current members, their address and when their membership is due. This list goes to the people staffing the door at the club, to permit them to check on people who may not be members.

Appleworks permits you to add new categories to your database, but at the cost of losing any report formats you might have designed. There is a program available from the AUSOM disk library which will add new fields to your database, but you cannot use it from within Appleworks. You have to quit Appleworks, crank up this other program, fix your database file and then quit it and go back to Appleworks. It is a lot easier if you just keep a few blank fields at the end of your database. The overhead used in storing them is quite low, and they may be useful later on.

Two ways of using the database are: to make it easy to enter the data, and to make it easy to look up the data.

A membership list or a warehouse inventory are cases where you would make it easy to enter the data. Arrange the data so that you type into the database in the same order that you read it from the membership form or inventory sheets. When you print it out it will be in some form of customised report, so it isn't very important how it looks on the screen. On the other hand, a bibliography would be the sort of thing you browse through on the screen. In this case you would want to arrange things so that the important information is easily read, perhaps by putting it in capitals, and on the extreme left in a tables format, or at the top and separating it by a couple of blank lines in the label format.

In using Appleworks, I find it best to use the labels format for the data entry, and the tables format for finding information. I don't find the table format useful once I've found the particular record I'm searching for, as the 2.1 version of Appleworks can't scroll across the screen to show any data that doesn't fit in the screen width.

One way around this limitation is to generate several custom reports, each one tailored to a particular kind of search, and use the option that permits you to view them on the screen rather than print them out. This has its own limitation, in that you can only scroll forwards, not back.

Sort Key

Once you've got the information in the database, it's necessary to find it again. A useful way of organising your database is to have one or more sort keys.

A sort key designates how you want your information to be sorted, and can combine information from several other fields. This field need not be printed out when printing reports such as address labels or membership lists, although it can be a key for arranging or selecting them.

As an example, in my clubs' membership list I want to list current members, ex-members, and names of organisations we send our newsletter to.

Current members names are listed for the membership list, ex-members are listed for when we have a membership drive or wish to publicise an event. Other organisations in the same line of business are also listed, as we send them a copy of our newsletter.

To do this I have a field called KEY which lists the members surname or the name of the organisation, followed by a plus sign for current members, a minus sign for organisations which receive a free copy of our newsletter, or no sign for lapsed members.

To prepare our usual mailing list, I get Appleworks to select:

KEY ends with +

OR

KEY ends with—

This lists all the current members and organisations which receive our newsletter. Then all I do is select the mailing label format from the Report Formats menu, and print the mailing labels.

To prepare a list of lapsed members for a membership drive, all I need do is tell Appleworks to select:

KEY does not end with +

AND

KEY does not end with—

Note that you must use the AND logical connector with the NOT function. If you used OR in this instance, you would select all the records in the database, as all the KEYS ending with “-” are KEYS that do not end with “+” and vice versa. (Try it yourself and see!)

To prepare a membership list, it is only necessary to select records in which:

KEY ends with +.

This lists all the current members.

If you include names in the sort key, it may be necessary to list the initial after the surname, as you are likely to get several Smiths, Jones or whatever on your list. If you include the initial before the surname this would make it impossible to list people alphabetically by surname.

As an example, if you have four people named Jones on the list, it is best to list them as:

JONESA+

JONESB

JONESC+

JONESD-

These are Alan, Brian, Charlie and David Jones. Alan and Charlie are current members, Brian's membership has lapsed, and David is a person to whom we send our publicity material to be included in a publication he edits.

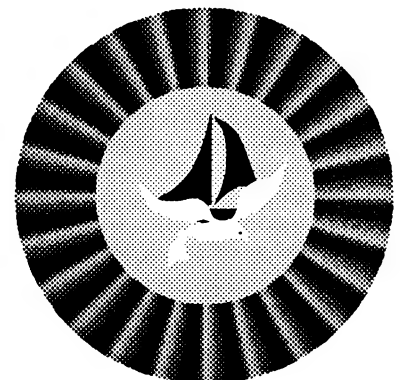
If it is necessary to have a list sorted by several keys, it is best to sort the major sorting key last. As an example, if you want a list of club members sorted alphabetically into city and country members, you should sort the surname first, then the membership category. This will give you a list divided by membership categories, each with the members listed alphabetically.

The sort key can also be doctored to force particular records to be the first or last, even if this is not their natural order. I keep a list of phone numbers of volunteers for a community organisation. The regular volunteers are all listed first, and the emergency volunteers are all listed at the end. This is done by putting a letter Z before the sort key of each volunteer who is on the emergency list. When the members are listed, the names of the emergency volunteers all move to the end of the list.

On my home phone list I've done the reverse. I've arranged for all my families' names to be at the beginning of the list by having the sort key start with a space, which is sorted ahead of the letter A in the alphabetic sorting sequence. When I print out the 'phone list, the family names are ahead of everybody elses.

(If you really need a computer to find your mother's telephone number, I don't think this article can help you much!)

That's all the information I have. There are some things I haven't touched on, such as using a list of keywords in a field, because I've never done it. If anything in this article has been a help to you, I'd like to hear about it, so write to the Editor, or to me at the address above.



Beagle Buddy News

Updates and Upgrades for Beagle Brothers Products

My master disks for the Beagle Buddy program have finally arrived from Quality Computers. I am finally ready and able to update Beagle Brothers Apple // products.

As stated in the October 92 issue, the charges for the UPDATES will be \$10.00 per program on either 5.25" OR 3.5" versions.

Prices for UPGRADES will depend on the nature of the upgrade.

The following programs are available for updates; BeagleWrite, BeagleWriteGS, Companion Plus, GS Font Editor, Outliner, Point-to-Point, Program Writer, TimeOut: DeskTools, TimeOut: DeskTools II, TimeOut: FileMaster, TimeOut: Grammar, TimeOut: Graph, TimeOut: MacroEase, TimeOut: PowerPack, TimeOut: QuickSpell, TimeOut: ReportWriter, TimeOut: SideSpread, TimeOut: SuperFonts, TimeOut: SuperForms; TimeOut: TeleComm, TimeOut: TextTools, TimeOut: Thesaurus and TimeOut: UltraMacros.

Platinum Paint v2.0 is available for UPGRADING (A full review of PP2 will appear next month—I haven't had much time to play with it yet)

New Products

Quality Computers have announced that they working on TimeOut: Fax. No further details are available at present (ie. I don't know if it can send AND receive), apart from the fact that Randy Brandt has expressed interest in writing such a program.

Quality are also working on a GS specific fax/communications package, as well as a GS NDA version of TimeOut: Grammar, which would be aimed at users of GraphicWriter III and AppleWorks GS.

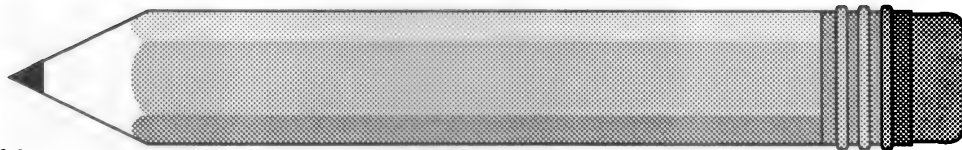
They are also working on fixing various bugs/problems in existing Beagle products.

Quality Computers are also producing a magazine called II Alive, that is solely dedicated to the Apple //—Both Classic and GS. The premiere issue should ship late February.

Beagle Bros out of business

Beagle Bros are now officially out of business in both the Apple // and Macintosh markets after turning over their Apple // range to Quality Computers and BeagleWorks to WordPerfect Corp.

Although Beagle Bros were one of the biggest names in the Apple // world, don't despair as most of their Apple // programmers were free-lance, and many are still actively involved in Apple // software. Randy Brandt is still running his own company, JEM Software, which produces many AppleWorks add-ons like DoubleData and Ultra 4.1, Alan Bird works with WestCode Software, Dan Verkade seems to have started his own company with two new products to fix incompatibility problems that TimeOut: ReportWriter and TimeOut: SuperFonts have with DoubleData.



 Gerry Smith

Mac Centre Revisited

Around eighteen months back, I wrote an article which was about my visit to the Micro Application Centre, which is part of the Yooralla Society's Independent Living Centre.

Some six months ago I received a follow up letter from the MAC CENTRE, which wanted to know if I had purchased any items on account of that first appointment with Fiona Still, it also asked if I needed another reassessment.

I personally felt that this was to good of an opportunity to knock back, as I was using my computer more as a business machine rather than just a home

computer. Unfortunately though because I was using it so much, I was starting to find that things were not right.

I considered myself fortunate that Fiona was once again revising how I was accessing the computer. Both of us looked at various ways of changing the lay out of my desk, so I could utilise my computer more comfortably and efficiently, I thought about getting a new desk, but how practical was that with a minimum of space in my room, the session went for about an hour talking about low costing ways for me in handling the printer, mouse and external hard drive on a small desk. Using the

numerical keys as a mouse, was something that I'd forgotten along with Sticky Keys.

It was really worth every minute as we had looked at the layout from every angle, once again Fiona's knowledge of Macintoshes came to the fore, also being an Occupational Therapist made it easier for me, what more could I have asked for. Since that time I've made a number of changes with the aid of my father's help plus a friend of his, along with Peter my brother. Thanks again to Fiona Still and the Mac Centre for the opportunity of allowing me to have revisited them.



Out Of This World

... like WOW Man!!

I have just bought the two disk game, Out Of This World, or "ootw" as it is commonly known. Part of the text file, 'Read.Me', on disk one reads.. "Out Of This World pushes your Apple IIgs to its limit. State of the art, real-time, polygon graphics are used to generate rotoscoped animation with a cinematic style"... in short, fantastic.

Before you actually get into the game itself, a dialogue box appears on the screen and offers you a set-up menu. This menu is used to set screen size, keyboard or joystick mode, sound on/off and music on/off. There is also a novel facility provided to allow for slower computers, the game play area can be resized.

Using movie nomenclature, Out Of This World can be configured for four different screen resolutions:

1. 16mm Full screen.
2. 35mm Three quarter screen height, full width.
3. 70mm Half screen height, full width.
4. Television Halfscreen height and width.

The Television mode is recommended for IIgs computers without an accelerator card. My gs has a Zip card which allows me to run the full screen mode, but out of curiosity I have tried all four options. Both 2 and 3 are slightly faster than full screen mode and give one the impression of watching a cinemascope movie on the telly. Number 4 is a cute little box in the centre of your monitor's screen that is okay, but the full 'power' of this program is less evident. Perhaps this is a good reason to 'justify' the purchase of an accelerator for your gs.

Even if you're 'not into' playing games on your computer, this two disk set is worth having just to watch and listen to the fabulous introduction. The music and graphics are so good, you couldn't be blamed if you started eating popcorn and rolling jaffas down the hallway of your home. The illusion of watching a movie is further enhanced if you are fortunate enough to have a stereo card installed.

The game scenario is based around a cool dude in jeans, a professor, who arrives at his laboratory in a tyre screeching Ferrari. I'm not going to spoil all the fun and give you a blow by blow description of his entry through the lab's security network, but the imagination (and sound effects) employed by the game strategists have managed to create a very dramatic atmosphere.

The fun begins when lightning strikes the complex, finds its way into the experimental apparatus, and results in a massive laboratory explosion. Ootw contains fifteen hair-raising scenes (levels) to contend with, and thanks to the programmer, an automatic 'save' feature is available for each level. So when (NOT if) you are shot, gored, slashed, beaten up, drowned or suffer some other mis-fortune, there is no need to start all over, just use the access code and you will be 'dropped' back at the beginning of the level in which you were currently engaged. If you are fortunate enough to know the access codes for all levels, you can 'pop' into any scene after entering the appropriate letters on a special screen.

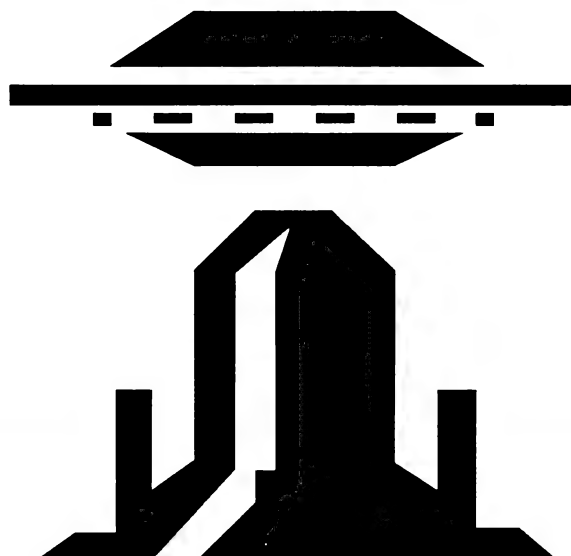
After spending a considerable (and frustrating) time on level one with my son, we reluctantly turned it off and did something useful for a change. Later

that evening I was logged-on to the AUSOM bulletin board, and wonder of all wonders, a list of the codes and a 'walk through' cheat list was in the comp.binaries for OOTW. (Another reason to justify some expenditure, get a modem and pay the Premium Access fee!)

Normally I don't like any help in solving games etc., but let me reassure you, even using the 'walk through' help is bloody hard, I still manage to get 'killed' quite a few times before mastering all the tricks needed to survive. Besides, it's a great way to show off in front of unsuspecting visitors. (heh heh heh)

Out Of This World is distributed by Interplay Productions, 17922 Fitch Avenue. Irvine, CA 92714, and the IIgs programming was performed by that well known name in IIgs circles, Bill Heineman. As the note on the bottom of the downloaded code list states: Special thanks to Bill Heineman for believing in the Apple IIgs.

Support him, and others like him, by PURCHASING quality software. Perhaps if the distributors get some 'reaction' from the Apple//community, we may just see a few more of these exceptional programs. GO FOR IT!!



Apple II New Releases

By the time you read this I will have relinquished the job of Apple II Disk Librarian. I understand there are two applications to take over the job. Fred Vonarx, who is the SIG co-ordinator for Apple II Beginners and the Machine Language Programmers for Apple II, and, Nicholas Pyers who also is a SIG co-ordinator for the Blind Leading the Blind and the Appleworks SIGs. I wish whoever gets the job good luck. Along with my dad and my brother Rodney we have run the II disk Library for around 5 years, and it's been fun. Whilst Apple no longer supports the Apple II anymore we have still been able to provide a good range of software every month to AUSOM members to ensure that the life of the machine they are (happily) using continues. I have no doubt that the new librarian, whoever it might be, will continue to find a good range of software for our machines.

This month is no exception, again we have a LARGE range of disks that should interest the Apple II user. (Who said the Apple II was dead???) Next month the new librarian will have a range of AppleWorks disks we are at present compiling for release.

A number of the disks on offer this month have been provided to the library by AUSOM member John Mosley. John obtains disks from US sources and offers them to our library for the enjoyment of other AUSOM Apple II members.

One 2 disk set that John provided would have been great to release in December, our games month. The disks are called Summer Fun Games, and as it's still summer it is just as appropriate to release the disk now. (Hopefully the rain will have disappeared and we will be having a little bit of our own "Summer Fun" by now). The 2 disks, four sides, are a compilation of many of AUSOM's games disks. Enjoy.

Some of the games on these disks are new, and some are a few years old. Some were originally written to work under the old DOS 3.3 operating system, and were transferred to a ProDOS disk. Some are shareware, but the vast majority are in the public domain. All in all, these disks add up to one incredible collection of games for the Apple II series of computers. The 2 disk set costs \$10.

Don't forget to pay your Shareware fee/s for those Shareware games that provide you with the greatest satisfaction. If we don't pay up these guys will stop writing programs for the Apple II, then we'll all be asking whatever happened to the good software we were getting. No need to ask, you'll know the answer, and only have yourself to blame.

John has also provided Movie Trivia Disk. The disk is a module of movie trivia to be used with Another Trivia Game, AUSOM GAMES 32. I have put The Movie Trivia on side B of the Games 90 disk, so you now have a great dou-

ble-sided disk of mind expanding trivia. By the way, Another Trivia Game was a great disk in its own right.

John also provided AUSOM with Maths Worksheet, a demonstration disk of AppleWorks spreadsheet templates designed to teach and practice the basic mathematic operations. Teachers say it is often difficult to find a suitable set of exercises for the classroom. This product is designed to make this task as easy as possible. The files covers addition, subtraction, multiplication and division with additional examples for money and decimals.

John's final offering to our Apple II users is a game written by Rudy Guy. Four Letter Words a simply maddening, maddingly simple word game. If you enjoy mind extending games then this little offering is made for you. Whilst I have included it among the AUSOM games list, it could have equally been included in the education library.

Again we have on offer a disk from A2 Central's Lost Classic Series. Lost Classics is a project by Tim Tobin of the Apple II RoundTables on GENie to find Apple II programs no longer available commercially and persuade their authors to release them as freeware, shareware, or into the public domain. The first famous release was Paul Lutus' AppleWriter. The excellent, very powerful, Apple II word processor, released in our library in November '92. The second Lost Classic item to be released is another piece of first class software written by Paul Lutus GraFORTH. GraFORTH is a DOS 3.3 based version of FORTH for the Apple II.

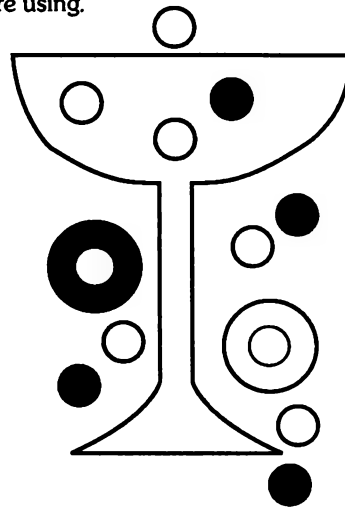
Our thanks to Tim Tobin for dreaming up and implementing Lost Classics, and even more thanks to Paul Lutus for his generosity in giving over this piece of classic software to free distribution! With the standard being set by the first two releases this project gives the indication that great software for the Apple II will be around for many more years, and

that we will be able to usefully, and constructively, continue to use our Apple II computer for many years to come.

For those who have a special interest in their Apple II computer we are offering a complete history of the Apple II. This is a VERY comprehensive history of Apple and the Apple II computer. 7 disk sided (4 disks), boy have you got some reading here. Almost 800K of text. This disk set is being offered for the Special price 4 disks for \$10

I have also put the History of the Apple II on one 3.5" disk. The files are readable through AppleWorks 2.0 or greater. The price of the 3.5" disk is \$7.

As well as all the above disks there is another Beagle Bros. disk. Tip Disk #1. On this disk are 100 ready to run programs. Many are useful, some are useless, but they are all created with the idea of the user having fun, and learning more about the Apple II computer they are using.



None of our Members would want me to let Steven and the Garwood family 'leave' the Apple II disk library without a brief but very heartfelt THANK-YOU for all the time and effort they have put into preparing articles and making applications available to us.

To Steve, thank-you and best wishes!
—Editor

AUSOM GAMES 99

SUMMER FUN 1

Joe Kohn and Shareware Solutions Presents, Summer Fun 1. This 4 sided disk collection is offered as a companion collection to the "Shareware Solutions" column that appears in Cider/A+ Magazine.

Included are almost 30, yes 30, ProDOS-8 based games that work on Apple IIe, IIc, and IIGS computers. There's some great arcade action, some adventures, and some strategy games.

A number of the games on these disks are new and some are a few years old. Some were originally written to work under the old DOS 3.3 operating system, and have been transferred and rewritten to run under ProDOS. Some are shareware, but the vast majority are in the public domain. All in all, these disks add up to one incredible collection of games for the Apple II series of computers.

Side 1 of Disk 1 is a bootable disk that, when first run, will automatically load in Sneeze, Karl Bunker's wonderful freeware program selector. In an effort to conserve disk space, and pack more programs onto these disks, none of the other 3 disk sides are bootable. When you have finished with the first side of disk 1 turn the disk over, or put the next disk in the drive, and press TAB to view and run the next set of great games.

Many of the programs on these disks display some type of instructions directly from within the program. Others have a separate documentation file on disk that you can read or print out using Sneeze. Finally, a few games have no instructions, but you should be able to figure those out.

Some of these games require that you have your "Caps Lock" key down. Some of the fast action arcade games require a joystick.

In Car Dodger, just use your left and right arrow keys to change lanes. In Rat Maze, use the arrow keys to turn and use the space bar to go forward. Hit the Esc key to see the maze from above.

Included on the disks are; BALLOON, a colourful, fast action, keyboard or joystick arcade game. Catch the balloons on your head. Kick them and they'll float down to give you a second chance. CAR DODGER is a real test of eye/hand coordination. Use the arrow keys — and you'd better be quick. DEATH MAZE 5000 is a huge multi-level 3D game. Navigate via the arrow keys through five interconnecting levels. Two word commands let you pick up worthless objects or valuable weapons. HIT or MISS is similar to the classics 'Pong' and 'Breakout', difficult at first but practice makes perfect. LAS VEGAS is geared towards the Apple II gambler. The One Armed Bandit is out to take all your money. At least with this graphics slot machine when you lose you won't go home broke. PAIPEC's a fast action arcade game. Stop the invaders with your joystick controlled squad of interceptors. SUPER OTHELLO is a computerized version of the classic board game.

The computer places a tile on the 8 x 8 grid. You try to convert it to your colour by jumping and outflanking it. It's a thinking persons game. Strategy is paramount. SOKOBAN is a double Hi-Res (128K required) keyboard controlled maze with a twist. Push objects along the maze to a storage receptacle. They can't be trapped against walls or in corners or you'll need to start again. The author says he's never gotten past level 22 of 50. Can you? CUBIT is based loosely on the coin operated Q*bert. Nightcrawler is remarkably similar to the classic Centipede. REPTON supplies the same shoot—em—up action as Defender. ONE WORLD is a faster action version of Space Invaders. COLUMNS is a Shareware variation of Tetris.

Add to this impressive list, ANAGRAM, APPLE CAPTURE, AVALANCHE, FRUSTRATION, GLADIATOR, SUPER DICE, CHASE, CHOMP, CODE BREAKER, IVY, MARQUEE, SLOTS, RAT MAZE, METEOR STORM, ONE ARM BANDIT, MONOPOLY and NIGHT CRAWLER and you must just have the number 1 games disk in the AUSOM games disk library.

GS users should set their system speed to 'Normal' via the control panel before playing the games.

Disk format. ProDOS Source Software Solutions Released Feb '92

AUSOM GAMES 100

FOUR LETTER WORDS

Four Letter Words by Rudy Guy is a simply maddening, maddingly simple word game.

The object of FOUR LETTER WORDS is to place as many four letter words as you can on a 4 X 4 grid. The computer will randomly generate the letters of the alphabet. Press the SPACE BAR to select a letter. Using the arrow keys, move the letter to a location on the grid. Then press the RETURN key to place the letter. Press the 'P' key to pass a letter. Scoring is based on the number of passes selected for the game. Each horizontal and vertical four letter word is worth 10 points. That figure is then multiplied by a difficulty factor.

If you enjoy mind extending games then this little offering is made for you.

Disk format. ProDOS Source Rudy Guy Released Feb '93

AUSOM MISCEL 58

HISTORY OF THE APPLE II

Compiled and written by Steven Weyhrich.

This project began as a description of how the Apple II evolved into a IIGS, and some of the standards that emerged along the way. It has grown into a history of Apple Computer, with an emphasis on the place of the Apple II in that history. The history has been gleaned from a variety of magazine articles and books and supplemented by information supplied by individuals who were "there" when it happened. It presents some interesting technical trivia, some thoughts about what the Apple II could have been, and what the Apple II still can be. The Apple II has been described as the computer that refuses to die. This story tells a little bit of why that is true.

I have put "Sneeze on the first disk, so you don't need to import it into a word processor, or AppleWorks, just read it (or print it) from the disk/s. When you have finished with the first side of disk 1 turn the disk over, or put the next disk in the drive and press TAB to view the next set of files.

This disk set is being offered for the special price; 4 disks for \$10

Disk format. ProDOS Source A2 Central 9211 Released Feb '93

AUSOM MISCEL 3/02

HISTORY OF THE APPLE II

Compiled and written by Steven Weyhrich.

This project began as a description of how the Apple II evolved into a IIGS, and some of the standards that emerged along the way. It has grown into a history of Apple Computer, with an emphasis on the place of the Apple II in that history. The history has been gleaned from a variety of magazine articles and books and supplemented by information supplied by individuals who were "there" when it happened. It presents some interesting technical trivia, some thoughts about what the Apple II could have been, and what the Apple II still can be. The Apple II has been described as the computer that refuses to die. This story tells a little bit of why that is true.

The files on this 3.5" disk are readable through AppleWorks v2.0 or greater.

Disk format. ProDOS Source A2 Central 9211 Released Feb '92



AUSOM MISCEL 59

TIP DISK #1

By Bill Kersey. 100 programs from the Beagle Tip Books #1,2,3,4. Many are useful, a few are useless, all are interesting, listable and copyable. Each program teaches you another fact about the things your Apple II computer can do. Includes 2—liners from around the world. If you have any interest in Applesoft programming you'll love all this disk has to offer.

Disk format. Dos 3.3 Source Beagle Bros. Released Feb '92

AUSOM MISCEL 60

GraFORTH

GraFORTH, by Paul Lutus. This is another release by GENie's now-famous Lost Classics project. GraFORTH is a DOS 3.3 based version of FORTH for the Apple II.

While DOS 3.3 based, the fact that GraFORTH works with HiRes graphics and that it is now classified as Freeware (Mr. Lutus retains the copyright but grants permission for free distribution) should make it of interest to a lot of people. While full and complete documentation for GraFORTH is not available, Side B of this disk contains a couple of references that Tim Tobin put together for using GraFORTH. These should get anybody who knows how to program in FORTH going without a problem. If you're not already familiar with FORTH, you'll want to check your local book stores (or the AUSOM Book Library) for texts on the FORTH language.

Disk format. Dos 3.3 Source A2 Central 9211 Released Feb '92

AUSOM MISCEL 61

RATIONAL PERSON DEMO

The Rational Person, by Martin Sandry and Kenneth Peiser, fellow psychotherapist. This program is a demonstration of a game that teaches about rational psychology.

The basic concept of the program is to respond to given emotion-evoking situations in, hopefully, the most rational manner. The player is prompted to convey not only how they would feel but also how they would act under the given circumstances. The program potentially would teach you to make the connection between what you think and how that thinking makes you feel. It's based on Albert Ellis' Rational-Emotive therapy. It is enlightening and educational.

I think you might enjoy playing with "The Rational Person" and contemplating the significance of what it tries to convey.

Disk format. ProDOS Source A2 Central 9211 Released Feb '92

AUSOM EDUCATION 91

MATHS WORKSHEET GENERATOR #1 (DEMO)

Very often teachers wish to give pupils (either the whole class or individuals) practice in the basic mathematic operations, but it is often difficult to find a suitable set of exercises. This product is designed to make this task as easy as possible. The files on this disk are a selection of the files that are contained in the full package. The full product covers addition, subtraction, multiplication and division with additional examples for money and decimals.

The opportunities to use these clever little worksheet generators are only limited by the creativity of the teacher.

The Worksheet Generators load into Appleworks Spreadsheet and are of two types: Manual and automatic. The manual worksheets require the operator to enter the values for each example into the worksheet cells or, in the case of First Choice Division files, to enter divisor and dividend to the right of the actual example area. The worksheet then calculates the answers and displays them at the bottom or to the right of the worksheet. This method gives the users total freedom to create worksheets exactly to the specifications they require.

The automatic worksheets use parameters entered by the user to automatically generate worksheets without the need to enter values into each line of each algorithm. This method allows the rapid production of worksheets that conform to the set parameters.

Operating the Worksheet Generators With the Worksheet Generator you can produce an infinite variety of personalised worksheets for every situation.

- 1) Select the worksheet generator file you need.
- 2) Enter the parameters or variables to define the range of numbers used to generate the worksheet.
- 3) Calculate your worksheet.
- 4) Print your worksheet.
- 5) Save your worksheet if required for future reference.

Disk format. ProDOS Source New Horizons Software Released Feb '92

AUSOM GAMES 32

ANOTHER TRIVIA GAME

Is written in Applesoft and is designed to work on an Apple IIe, IIc or IIgs. The game comes with a question editor and 200 trivia questions.

The disk includes instructions that present a brief description of both the game and the games editor function.

The question editor module of ANOTHER TRIVIA GAME allows you, the user, to enter new trivia questions, and also allows you to delete any questions that are either too hard, too easy or ones that you just don't like. Also, if an answer becomes outdated, the editor allows you to change any question or answer.

You may get a listing of all or a portion of the questions and answers from the editor. This listing may either be sent to the screen or to a printer attached to slot 1. The game module allows up to four players or teams to compete. From time to time a BONUS question will be asked. If a correct response is entered to a BONUS question, the player answering will receive two points. An incorrect answer, or no response, will bring a two point deduction. The first player or team to reach, or exceed, the target score wins the game. The program is designed in such a manner that no questions can be repeated until at least 3/4 of the questions in the text file are asked.

For teachers, or those of you with children who use the computer, you may want to create a question disk that relates to subjects being studied in school—History, Geography, English, Math, etc. However you decide to use ANOTHER TRIVIA GAME, I'm sure you'll find it enjoyable.

Side B of this disk contains MOVIE TRIVIA DISK a module of movie trivia questions. To use this module boot Side B of the disk first, and follow the on-screen instructions.

For those who enjoy Trivial Pursuit, this is a must have disk.

Disk format. ProDOS Source BRCC X50 Released Dec '91, Updated Feb '93



Adapted by Pam Daughtry from
"Owl dingbat"
by New Edge Publishing Company
P O Box 3080 Peterborough NH 03458

Word Processing with your Apple II

Within the Apple II Public Domain Disk Library there are a limited number of Word Processor or Word Processor utility programs that will be of value to AUSOM members. As with most Public Domain Software libraries there are always one or two excellent WPs. The AUSOM library is no different.

For members who are wishing to select a word processor they should look at either FredWriter, or the recently re-released Apple Writer, both written by Paul Lutus. Both are full featured word processing packages. Both have supplementary disks to support the use of the program. In the case of Apple Writer utilities disks, (Word Processor 7 & 8) I have put these together on the one double-sided disk for greater value. Also in this list is a utility disk for use with Apple's own ImageWriter printer.

I have also included under the heading of Word Processing two utility disks for the desktop publishing program Publish It!

The list is not particularly large, but what is on offer will allow any Apple II computer user to get the best use out of his machine as far as word processing is concerned.

AUSOM WORD PROCESSOR 01

HUFFIN/TEXT WRITER ETC.

This disk contains TEXT WRITER B1 a mini word-processor. Create/edit/store text files. TEXT FILE OUT outputs a text file to the screen, a modem or the printer. EDIT FILE a text file editor has heaps of features. HUFFIN reads a text file from an Apple Pascal disk (with instr.). Other utilities on this disk are DISK CHECKsums all disk sectors to verify (with instr.) DISK MAP, DISK SORT sorts catalog in alphabetical order, DISKCAT excellent program that creates a master listing of Dos 3.3 disks, catalogs with codes for easy sorting and I.D. (with instr.). AMPERSAND/CATALOG UTILITY type the & instead of catalog. HIDE PROGRAM NAME, SWITCH add invisible catalog to a disk. TRICK FILE NAME, TWO DRIVE COPY.

This is a good disk for persons learning computing. The utilities offer an easy introduction to simple word processing, an introduction to learning about text files and other disk and Dos features.

Disk format. Dos 3.3. Source Release Pre '87

AUSOM WORD PROCESSOR 02

FREEWRIITER

An excellent word processing program by the author of AppleWriter Paul Lutus. The disk contains instructions and a seven page tutorial (Use Control T when you first enter Freewriter). Features include horizontal scrolling (1-240 columns), search and replace and selective load and save commands. Freewriter works best with an Apple IIE or IIC, but will run on an Apple II+ equipped with a lower case chip and a game paddle or joystick.

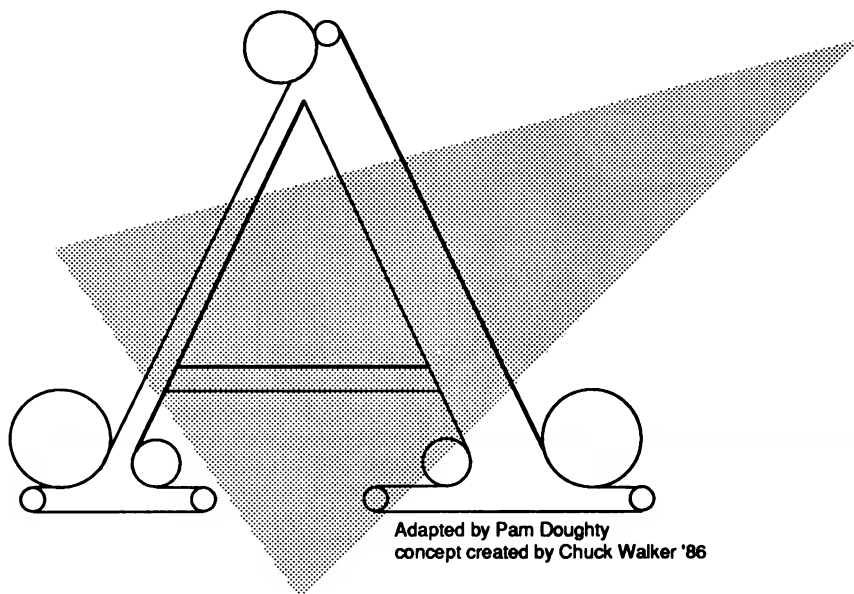
Also on this disk is PRINTER. This will read text files from a disk to screen or a printer. Its menus give several options for output control: - Slot Number, Page Header, Left and Right Margin, Printing and Page Length in lines, Cut or Continuous Stationary. It can be used to print PRODOS TECHNICAL NOTES that are also on this disk. SURVEY is a not very friendly survey programme. THREE DIM is a three dimensional drawing routine that permits changes in screen position, scale and angle of view. CALCULATOR gives a HP style calculator. Lacks instructions. SKETCH is a sketch pad programme. Lacks instructions.

Disk format. ProDOS Source BCS23 Release Pre '87 Updated Feb '87

AUSOM WORD PROCESSOR 03

FREDWRITER (FreeWriter for Education)

Excellent reviewed by Adrian Gallagher in the May '89 AUSOM newsletter. An updated version of FreeWriter with added features. Among its features are: The files produced are TEXT files, allows instant merging of files, copy and paste an entire file or part of a file, a search or search and replace option, will search for all words with a certain prefix, suffix or middle, search and replace carriage returns, alter the case of a group of letters, can display special boxes of text on the screen that need not be printed (a handy feature for teachers preparing



Adapted by Pam Doughty
concept created by Chuck Walker '86

class handouts etc.), a text moving option of up to 250 characters, view a file from disk without loading it into the memory, maximum file length approx. 26K. Documentation is included on the disk.

Also on the disk is HP style calculator, a sketch program and a program that manipulates a 3-D image. See the review for Word Processor 02 (BCS 23) for details of these programs.

Disk format. ProDOS Source T.A. Release Pre '87 Updated Feb '87, Nov '89.

AUSOM WORD PROCESSOR 04

FREDLESSON DISK 1

This disk contains a collection of articles about FredWriter and how to use it. Articles include a user manual directed at teachers, two articles to help them use the special features of printers, such as underlining and boldfacing, and an article to help you get Fred running on a Corvus network. This disk runs on any Apple II with 64K, but requires FredWriter V4.0 or later.

Disk format. Dos 3.3. Source BRCC W09 Release Aug '90

AUSOM WORD PROCESSOR 05

FREDLESSON DISK 2

On this disk are a series of instructions for constructing lessons using FredWriter's prompt boxes. Also directions for making lesson plans for courses based around FredWriter prompted documents. Many samples are included to illustrate the techniques discussed. This disk runs on any Apple II with 64K, but requires FredWriter V4.0 or later.

Disk format. Dos 3.3. Source BRCC W10 Release Aug '90

AUSOM WORD PROCESSOR 06

APPLE WRITER

Apple Writer is a full featured word processor written by Paul Lutus expressly written for the Apple II computer. It has many features not found in any other Apple II word processor. Besides its standard word processor features, Apple Writer has, WPL, (Word Processor Language) that make this a power package for the professional word processor user. WPL is a built in programming language. With it you can mail merge, count the number of words, read a series of files on a disk and pull out desired sections from them to produce a new document. With Apple Writer you are able to enter and save a series of keystrokes and execute them again with a single keystroke. (a la Ultra Macros & AppleWorks)

Split screens can be had with a single keystroke, enabling the user to work on

two different parts of a document at the same time.

Apple Writer can be used equally by the power word processor user and those less familiar word processor user to produce letters, documents and reports.

Apple Writer will run on any 64K Apple II computer that will run ProDOS. Some Apple II+ clones will not and those machines are not capable of using this program.

Disk format. ProDOS Source A2 Central 9209 Released Oct '92

AUSOM WORD PROCESSOR 07

APPLEWRITER IIE UTILITIES DISK

Utilities and help files for AppleWriter IIE.

Files are text files that run from drive 2 when AppleWriter IIE is in drive 1.

Disk format. Dos 3.3. Source BCS26 Release Feb '87

AUSOM WORD PROCESSOR 08

GUIDE TO APPLEWRITER IIE UTILITY DISK

Text files provide a simple introduction to AppleWriter II and the WPL (Word Processor Language) used in AWII. MORE NOTES the use of Footnotes and on-screen formatting under AWII. WPL NOTES explains how WPL can be used in simple Database applications. WPL MULTIPRINT is an example to customize AWII. AWIIE PATCH patches the status line that trashes when AWIIE is used on an Apple IIC.

Disk format. Dos 3.3. Source BCS 28 Release Feb '87

AUSOM WORD PROCESSOR 09

IMAGewriter UTILITIES

This disk contains a collection of utilities for use with the Apple Imagewriter printer. It allows you to download fonts, print Hi-Res graphics and much more. It requires either a Super Serial Card or the Apple IIC port. It does not work on a GS.

Disk Format. Dos 3.3 Source BRCC U14 Release Feb '90

AUSOM WORD PROCESSOR 10

PUBLISH IT 2. PROJECT DISK

This disk is intended to teach people to get more out of using Publish It 2. Included on the disk are fonts, graphics and step-by-step instructional files. Using this disk, you will learn how to install and de-install fonts and learn how to avoid horizontal scrolling. By following the examples you will be able to learn the QuickKey commands, create 5.25" diskette covers complete with a reference guide to Publish It 2, and produce a customized letterhead.

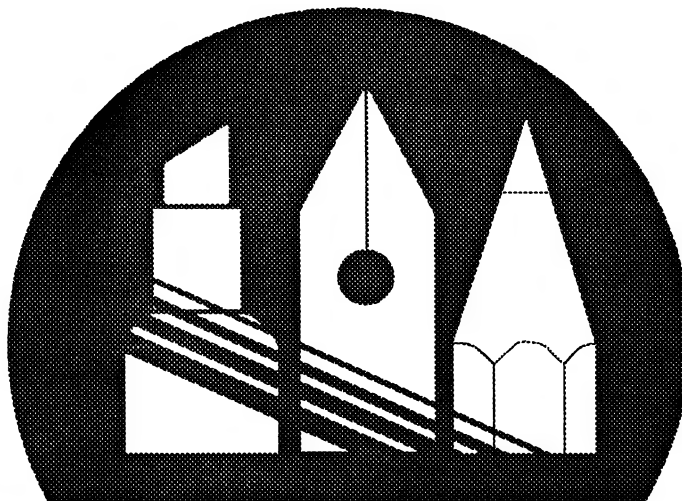
Disk format. ProDOS. Source BRCC K72 Release Jul '90

AUSOM Word Processor 11

PUBLISH IT 3 RESOURCE DISK

This disk contains a collection of all the different types of graphics and fonts that are supported by Publish It 3. There are SHR graphics, PrintShop GS graphics and encapsulated PostScript graphics and much more. If you like Publish It, you will want this disk.

Disk format. ProDOS Source BRCC H67 Release Feb '91



Members' ads

Pam Doughty

Graphics

Members' Ads Submission Conditions

The following conditions will apply to advertisements submitted for the Members' Ads page—

- All goods advertised must be used (not new)
- All software advertised must be original copies
- Advertisements of up to 10 lines (as printed on this page) will be published for no charge to AUSOM members
- Advertisements of more than 10 lines will be charged at the rate of \$1 per printed line (including the first 10 lines).
- Payment should be enclosed with the advertisement
- Please submit advertisements to:

Ivan Nagy
2 Bataba Street
Moorabbin VIC 3189

- Preference will be given to advertisements supplied on disk
- AUSOM makes no warranty about goods advertised on this page

For Sale

Apple Computers:

Machine No. 1

Apple IIe with 2 floppy Disk Drives, Apple Green Screen Monitor and extended 80 col. card. \$ 500

Machine No. 2

Apple IIc, Apple Green Screen, 1 x 5.25" Floppy, Apple Joystick, Apple ScribePrinter, all cables, new & used software also some manuals. \$ 485

Machine No. 3

Apple IIe, 2 Apple floppy Disk Drives, Apple Green Screen Monitor, Extended 80 col. card, Parallel printer card, Z80 card, Apple DMP printer, Joystick, all cables, manuals, new & used software. \$ 645

Phone BH: 729 9400

AH: 761 1663

Apple Personal LaserWriter LS:

Excellent condition, 12 months old still using old toner \$ 1500 ono

Ring Con B.H. 496 5489

A.H. 876 4788

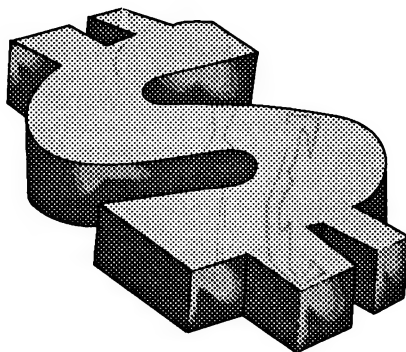
Mac SE 4/20

Why buy a 2Mb Classic for \$1200 when you can have basically the same with \$200 worth of extra RAM + HDD usual keyboard, mouse, manuals & System disks?

All for \$ 1400

Delivery can be arranged.

Ring Robert A.H. (052) 77 9712



ClarisWorks for Mac: Disks and manual, as new \$ 110

Microsoft BASIC Interpreter: for Mac. Disk & manual \$ 60

Zardax Wordprocessor: for IIE. Disks & manuals \$ 30

Digicard memory expansion card for IIE auxiliary slot 64Kb; 80 col \$ 50

All in excellent condition.

Ring George A.H. (059) 74 3305

"Mastering Microsoft Word: on the Macintosh" by M.J. Young.

For versions through to 4 \$ 25

Ring Juniper B.H. 859 6277

Macintosh RAM:

4 x 1 meg 80 ns \$ 40 each (for Plus, SE, SE/30, LC, Mac II series except IIfx)

4-8 colour card \$ 200 ono
Call Trevor on 857 5377 after 7pm

As I had some 'spare time' this month I started to learn a little more Illustrator and created some EPS files. I did not have access to a scanner & used MacDraw to create some of the initial templates. The result is that I now have available a number of the images in both PICT and EPS format. The PICT files (and many others) are on AUSOM Art 18 and the EPS files on Art 19-21.

Listed is file name with the page number in brackets then a short description of how it was produced.

Pen with wings (4) (EPS): wings from Art M were added to pen from Art L.

Final copy (4) and Editor's Desk (28) (EPS): Traced from a combination of PD paint images

Education (8) (EPS and PICT): The shaded sides were produced by using the shading at the bottom as a mask.

Speedy Turtle (9) (EPS and PICT): Traced from a PD PICT file.

Dino (12 and 26) (EPS): A magazine article showed these on a square grid. I used the grid in MacDraw as a guide, copied them then traced in Illustrator.

Dove (Cover, 15, 30, 34) (EPS): Once I had created my 'theme' dove I used it on various backgrounds.

Disk (16) (PICT): From a PD disk.

Top Hat (17) (EPS): Traced from part of a GIF Image in Illustrator.

Melb Skyline (19) (EPS and PICT): Concept from TV sketched in Mac Draw transferred to Illustrator and filled in. Really little like the Southgate area of Melbourne since I was 60k away.

Space Invaders (32) (EPS): Traced from a screen capture of a ResEdit view of an icon in the Space Invaders game.

A Toast (35) (EPS): Idea from the scrapbook paint graphic made 'cartoon like'. Owl (35) (EPS): Traced from a PD PAINT Image.

Cap A (36) (EPS and PICT): Traced from a PD PICT image. Idea can be extended to other letters or Letter styles.

Pen Pencil Texta (37) (EPS): Idea from cover of school exercise book.

Flower (40) (EPS): Traced from PD PAINT Image and modified.

Triplane (43) (PICT): A PD Image EPS files on Pages 44-53 are from Art M, N and O

QT-Movie (42) (EPS): Traced in Illustrator from file icon

Holiday (54) (EPS and PICT): Mornington!

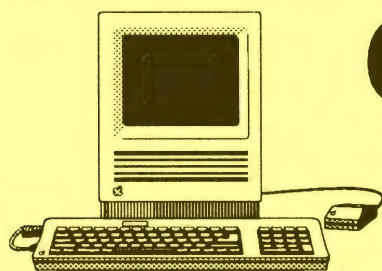
Watering Can (65) (EPS): Refined in Illustrator from part of another EPS Image on Art O.

Brush (66) (EPS): From Art L modified.

'Head' (66) (EPS): Someones T-Shirt!

Duck (67) (EPS): Created in Illustrator from a PD duck outline drawing.

Dr Macinto (63) (EPS): Traced from PICT screen capture from the game.



Computational Chronicles

ITEMS FROM THE MAKING MACS WORK GROUP

At the February Meeting ...

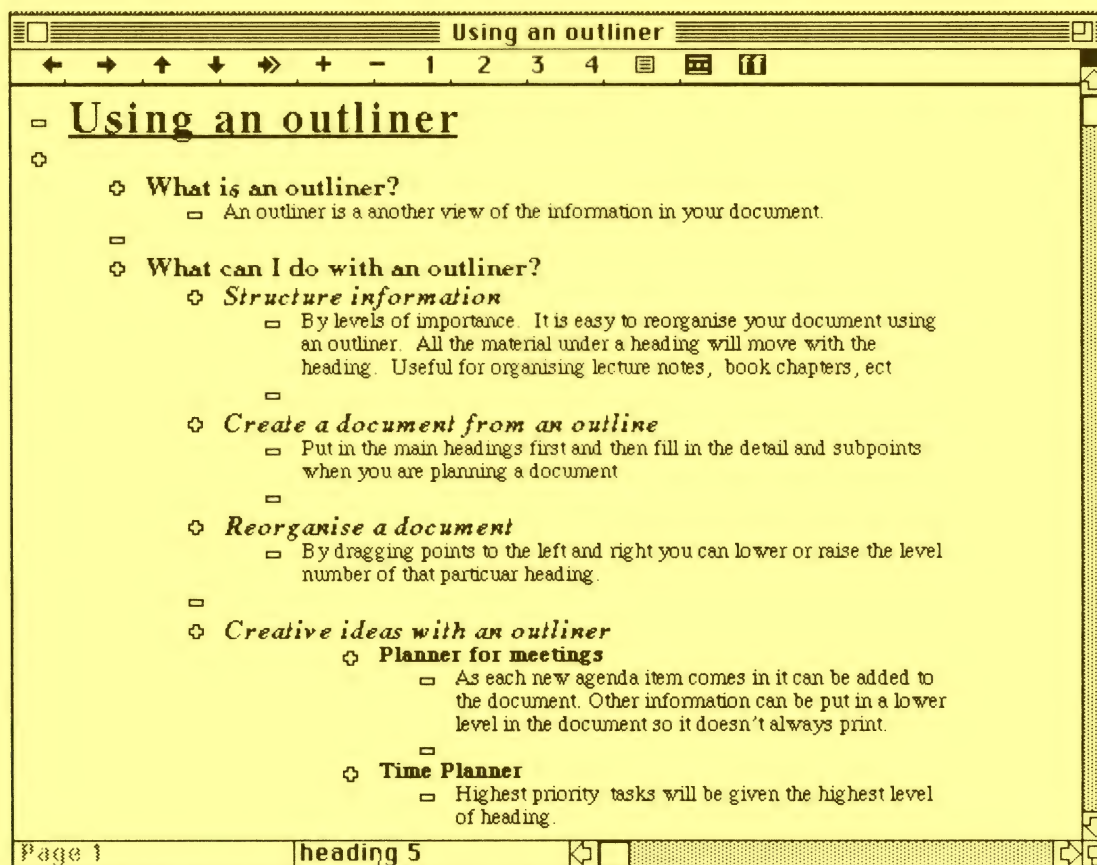
- 2:00 pm - 3:00 pm** Help Desk in room M207.
- 3:05 pm - 4:00 pm** Using a Word Processor
- 4:10 pm onwards** **Planning discussion for 1993** – this is your opportunity to say what you want to happen this year. The committee organising the Making Macs Work SIG wants to do what interests as many participants as possible. Members will also have the opportunity to 'sign up' to write an article during the year for Computational Chronicles.

In December the meeting focused on "Making Macs Work Around the House" – members of the SIG presented examples of how they use Macs within the home. Included in the applications demonstrated were personal finances and budgeting, address books, recipes, and scheduling and organisation.

We look forward to another interesting year in the Making Macs Work SIG as old and new software and hardware are investigated. Support the group by sharing ideas and attending MMW sessions!

Organising Your Ideas on Computer

Elizabeth Hill



Data Analysis to Database - Implementation

In the June issue, I presented the first article of this two-part series. The June article described the data analysis, or planning, that you should perform before starting to build a database. This article describes how to implement the results of the planning,- a system model, using FileMaker Pro to create a working database. I assume that you have read all about planning, so it may be useful to drag out the June AUSOM News issue.

Though I am describing implementing a database using FileMaker Pro, many of the principles described apply to other database applications. Examples such as ClarisWorks, Microsoft Works and Panorama II.

When building your database, you perform the following steps:

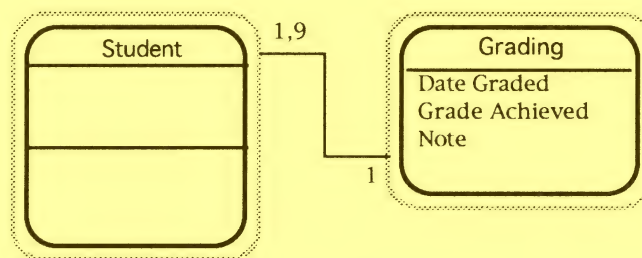
1. Define the files that you require. A database will require several FileMaker files, unless it is extremely small.
2. Define the fields in the files, then review the files you require.
3. Create the files and add the fields, including all the data validation for each field.
4. Build the layouts for entering and viewing data.
5. Decide what reports you require and build those.
6. Add any scripts and buttons you need to make the data base easier and quicker to use.

This article discusses the first two steps in detail, as these are most important. Once you have the correct files and fields, it takes much less work to alter layouts and reports. A lot of work is required to alter a the structure and content of the files after they contain data.

Many of the class-&-objects in the system model become files. The files of the database perform two functions, they store all core data that you want to analyse or they act as reference files to help reduce data errors. You use the reference files for look-ups on important fields in the core files. Some class-&-objects that link tightly to another parent class-&-object (the parent class-&-object) become sets of repeating fields in the parent file.

The hardest part of implementing the system model is determining how to decide the required files and sets of repeating fields using the class-&-objects defined in the system model. An important technique involves examining the class-&-objects and defining which are the most important; the ones from which you will want to generate the most reports. These are the class-&-objects that become the core files. Next you look at the other class-&-objects that link to the core ones. These become either sets of repeating fields within the core files or reference files.

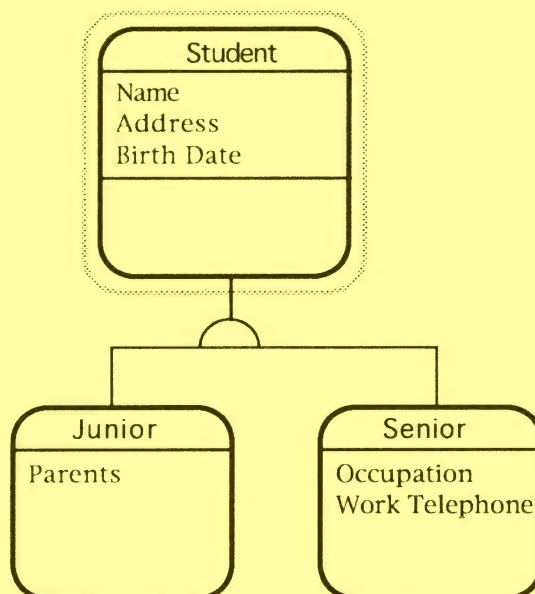
For example, in the two classes below, the 'Grading' class-&-object relates tightly to the 'Student' class-&-object.



The 'Student' class-&-object implements as a core file, so the 'Grading' class-&-object becomes a set of repeating fields within the 'Students' file. The following screen image shows this.

The screenshot shows a FileMaker layout titled 'Inside Students'. It has a dark header with 'Field Aikido Centre' and 'Student Database Grading'. Below the header, there are fields for 'simobin' and 'Binks, Simon'. A table shows 'Date Joined' (20 Dec 91), 'Training Status' (Active), 'Current Grade' (4th Kyu), and 'Grade Achieved' (15 May 92). Below this is a 'Grading History' table with columns 'Date Graded', 'Grade Achieved', and 'Grading Notes'. The history table has two rows of data: '15 May 92' for '5th Kyu' and '15 May 92' for '4th Kyu'. At the bottom, a note states: 'Full record of each grading is located in the file under the student's name.'

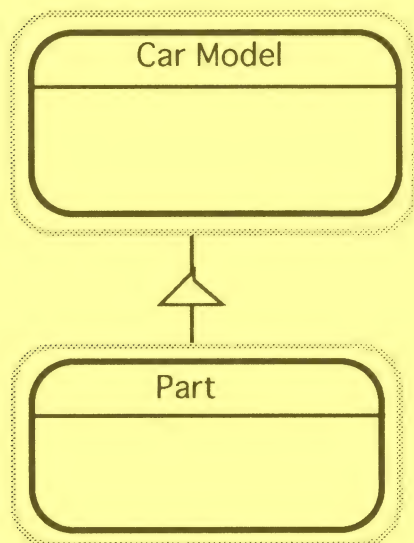
There are two common techniques for implementing the structural relationships that can occur between class-&-objects. Let us look first at the generalisation—specialisation structure in the example below.



The system has two types of student. To implement this, you create one file, called 'Student', and in this file you put the fields corresponding to the attributes for 'Student', 'Junior' and 'Senior'. You add a field called 'Status', which can only store "Junior" or "Senior". To look only at 'Junior' information, you create a Junior layout with all the fields for 'Junior' information. You use a Find command on the 'Status' field to view only junior records with the Junior layout. To look at the 'Senior' information, you create another layout and again use Find.

Inside Students			
Field Aikido Centre		Student Database Junior Students	
The nickname should identify the student uniquely in a way that is short and easy to remember.			
Nickname	chrihow		
Title	Mr.	Surname	How
Forename	Christopher	Gender	Male
Address	22 Wilma Street		
Suburb	Kew	Postcode	3101
Home Telephone	8535712	Birth Date	15/3/78
Age	14.7		
Interests			
Mother		Surname	
Father		Surname	

There are two techniques for implementing whole-part relationships. They depend on how tight the relationship is and how many parts comprise one whole. In the example below, any number of parts could comprise a car model.



To implement this relationship, you create two files; one for 'Parts' and one for 'Car Model'. In the 'Part' file there is a 'Car Model' field. This field records the car model to which the part belongs. To ensure that the relationship is created when you enter a part, you add a look-up to the 'Car Model' field that refers to the 'Name' field of the 'Car Model' file.

Lookup Value for Field "Car Model"	
Lookup File "Car Model"	Current File "Part"
Copy the contents of: <input type="text" value="Name"/>	...into the field: "Car Model"
...when the value in: <input type="text" value="Name"/>	...matches a new entry in: <input type="text" value="Number"/>
If no exact match, then <input checked="" type="radio"/> don't copy <input type="radio"/> copy next lower value <input type="radio"/> copy next higher value <input type="radio"/> use <input type="text"/>	
<input type="button" value="Set Lookup File..."/> <input type="button" value="Cancel"/> <input type="button" value="OK"/>	

The fields in the files have to store two types of information: (1) the information contained in the attributes for the class-&-objects and (2) the information about the relationships between the class-&-objects. When the field is storing information about a relationship between two files, you generally use a look-up to keep the information in the two files identical.

Some attributes may require several fields—for example, an 'Address' attribute will comprise 'Street', 'Suburb', 'City', 'State' and 'Postcode' fields. The 'Name' attribute often requires 'Title', 'Forename' and 'Surname' fields.

Also important is the data type you assign a field. Assigning the correct data type helps ensure that you enter the correct data into the field. It is also important for date and number fields, as it allows you to use these fields in calculations. If you know a field is only going to contain numbers, make it a number field. Then you can use it in calculations and FileMaker will sort the field correctly.

Define Fields for "Inside Students"		
Name	Type	Options
* Contact Date	Date	Repeating
* Contact Type	Text	Repeating, Val
* Contacted By	Text	Repeating
* Contact Response	Text	Repeating, Val
* Last Contacted	Calculation	= Max (Contact
* Date Graded	Date	Creation Date,
* Grade Achieved	Text	Auto-enter Dat
* Grade Achieved Number	Number	Auto-enter Dat
* Grading Notes	Text	Repeating
* Student Count	Summary	= Count of Full
Name <input type="text"/>		
Type <div> <input checked="" type="radio"/> Text %T <input type="radio"/> Number %N <input type="radio"/> Date %D <input type="radio"/> Time %I <input type="radio"/> Picture %P <input type="radio"/> Calculation %C <input type="radio"/> Summary %S </div>		

This article presents only a brief overview of the first two steps of implementing a database. Building an effective database that meets your needs require planning (in the form of a system model); but it also requires experimentation and experience. Go to it!

Book Review - Eva Eden



How to get even more out of your Mac.
Why not add some cards or hook on some peripherals.

The best computer book I have read in 1992 was "**Outside the Apple Macintosh**" edited by P. Norton, K. Goldstein & S. Clark, a Brady publication. I already have the companion book "**Inside the Apple Macintosh**" by J. Heid and P. Norton also published by Brady (there is a second edition of this book but I have not sighted it as yet). Knowing Peter Norton's other books and his Norton Utilities software my expectations were high; I was not disappointed.

This book is an up-to-date guide for the person who needs to get a job done but wonders exactly what pieces in the giant jigsaw puzzle of peripherals and software to assemble. It gives comprehensible explanations of the technology behind all of tools mentioned, so you will soon know what you need and what you don't. The editors have drawn on eight experts to write individual chapters, the details of which are listed below.

Chapter 1 called **Expansion Technologies** gives a general introduction discussing the various facilities provided by Apple for add ons. This includes not only externals ports but NuBus for cards inside the Mac such as video and other accelerator cards. The addition of SIMM's to increase RAM memory is also discussed.

Chapter 2 **Storage Technologies And Hardware**. There have been a lot of advances recently in increasing storage memory and these are well covered. The chapter also deals with the important topics of backups and data compression.

Chapter 3 **Printing Technologies**. I find it hard to choose a printer as there seem to be even more printers than Macs available and not all made by Apple. This chapter has cleared up some of my confusion. Also colour and colour printing gets a good coverage.

The next four chapters deal with graphics. Chapter 4 **An Overview Of Graphics Technologies** has the best discussion on file formats and their conversions that I have come across. The difficult topic of image compression is not forgotten. Chapter 5 is about **Graphic-Outputs** and covers among other things how colour and grayscale work. Chapter 6, which covers **Graphic Input Devices** discusses types of scanners.

One of the rapidly developing fields is digital photography. Kodak plans to supplement chemical photo-processing by digital photography within a few years. Upon bringing film into a lab for processing, any 35 mm camera users will have the option of either receiving standard negatives, or a CD-ROM filled with high-quality, high-resolution digital versions of their photographs in addition to traditional paper copies. With a CD-ROM drive and a personal computer, photographers can view and store images on CD, and use them in a variety of ways. This process is called PhotoCD

Chapter 7 on **Sound Technologies** gives a very helpful overview of how to handle sounds. It is easy to follow for those who are unfamiliar with this area.

Chapter 8 on **Multimedia Technologies** discusses how various technologies are used concurrently. Multimedia is defined as a "presentation that can incorporate video footage from television, animated and still graphics, sound, and music. In addition, such a presentation can be made interactive. What happens on the screen can be made to depend on actions taken by the user".

The next four chapters cover communication matters. Chapter 9 gives an **Overview Of Communications Technologies**; I have always found it difficult to understand communication and I am glad that this chapter was included in the book. Chapter 10 on **Modems** and Chapter 11 on **Fax Modems** has helped me narrow down the type of purchase that I am likely to make. Networking is a bit of a mystery to me. I am a single Mac user but Chapter 12 which covers **Networking Technology** seems to deal with the issues in a pretty comprehensive way.

Computer Security in Chapter 13 makes you realise the many different ways in which your data is at risk. Viruses and data encryption are also discussed.

Appendix A covers **Upgrading To System 7 And System 7 Technologies** and includes some future developments planned by Apple.

This is a book I have not only enjoyed browsing through, but it will remain an important reference book for me. Although it was published in 1992 it is surprisingly up-to-date.

Help File

Optical Character Recognition Software for a Hand Scanner

A member wanted to know if he could use his hand scanner for optical character recognition (OCR).

He can if he is prepared to pay the high price for the OCR software. There are several OCR packages available in Australia. To find out which is the best, he could refer to back

Word Processing

issues of MacWorld international, which a library with a technical bent should have.

Question to Computer Trainer.

Could you please tell me where the NE key is on this computer?

Answer: Any key!



Connections: The Future's So Bright, I've Got to Wear Shades

Volume 1, Issue 4

This article recently appeared in the InterNet newsgroup of comp.sys.apple2 and I thought it would be of interest to all Apple II and IIGS users.

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As 1992 draws to a close, it's only natural to take a look back and assess the past year, and it's only natural to try to take a look forward and try to predict what the future will hold.

In 1992, the Apple II computer celebrated its 15th birthday. Back in 1977, no one could have predicted that of all the first generation of microcomputers, only the Apple II would survive for so long. Make no mistake about it, the Apple II has faced a rocky road these past few years, yet it continues to bring much joy and pleasure to several million home users, and it continues to be used by tens of millions of school aged children. And, it will continue to be used, well into the next millennium, by millions of people.

1992 was a good year for the Apple II, and 1993 promises to be an even better year. 1992 was the year that many of us made the switch to high quality inkjet and laser printers. 1992 was the year that hard disk drives finally became much more affordable for the vast majority of us. 1992 was the year that large RAM cards became affordable for the very first time. 1992 was the year of System 6.0! 1992 was also the year of the Apple II mail order vendor, and it was the year that many of us found incredible bargains available through the mail.

1992 was the year of Seven Hills, the year of Quality Computers, the year of Vitesse, the year of WestCode. It was a

year when many IIGS owners were exposed for the first time to photo-realistic graphics that contained 3,200 different colours. It was a year when many IIGS owners were introduced to scalable, TrueType fonts. It was a year when many of us turned to Hewlett-Packard to supply us with the next generation of printers, and it was a year of 3rd party printer drivers that allowed us to connect those Deskjets, LaserJets and even colour inkjet printers, to our IIGS.

In 1992, many IIGS owners bought a hand held scanning device, and it was the year that many of us used Optical Character Recognition software for the first time. Many of us spent hours and hours, happily scanning family photographs into our IIGS and many of us created our own clipart. In 1992, we learned how to save time, using such great products as Seven Hill's Express and Kangaroo. We learned to have fun with our IIGS, and installed Quality Computer's Signature, giving us beautiful kinetic screen blanking displays. In 1992, we played hard with Interplay's Out of This World, Procyon's Pick N Pile, and Seven Hill's Space Fox and The Gate. We learned of older software that was now available at bargain basement prices from Big Red Computer Club.

1992 was the year of Shareware. It was the year that saw such great shareware and freeware products as Kenrick Mock's VIAD, John MacLean's DOS 3.3 Launcher, the FTA's NoiseTracker, Karl Bunker's Quit-To, Floor Tiles, and File-A-Trix. It was the year of Bill Tudor, and his slew of System 6 shareware utilities, and it was the year of dozens of System 6 Finder Extensions. 1992 was the year of shareware luminaries such as Ian Schmidt (AudioZap and MODZap), Tim Meekins (soniqTracker), Dave Tribby (BlackJack Tutor), Russ Eagle (Baseball Trivia), Huibert Aalbers (SoundSmith), Mike Nuzzi (Ooohlnit and Synthlnit), and many many others who sought not riches but fun, fame and glory.

1992 was many things to many people. Just as we went to the polls to elect new leadership to carry us into the future, we found new leadership in the Apple II community. New companies were formed and took the place of older companies who were moving on to other computers. Who'd ever heard of companies like DreamWorld Software, Econ Technologies, Lunar Productions, or Procyon before 1992? The Apple II marketplace saw major changes in 1992, but for every company that left the Apple II marketplace, a new company made its debut.

The Apple II community flourishes in the USA and Canada, Australia and New Zealand, France and Switzerland

Those developers who remained with the Apple II throughout 1992 are surely committed to the Apple II computer, and are surely "in for the long haul". Look at Quality Computers. Seven years ago, they started out as just one of a number of mail order vendors. And, look at them now! They publish books and they publish new software titles. They purchased all the rights to all the Apple II software from Beagle Bros, and they continue to improve it. They've released a new TimeOut module, TO.Grammar, giving AppleWorks users the ability to check their grammar without ever having to leave the AppleWorks environment, and they've recently completed an update to Platinum Paint. They've even invested tens of thousands of dollars into a new TV studio, and will soon be producing Apple II "how to" videos.

Softdisk G-S, a monthly magazine on disk, continues to grow and now has over 10,000 subscribers. GS+ Maga-

zine continues to grow. These companies are all clearly committed to the Apple II and to the millions of people who make up the Apple II and IIGS community. It's important for us to support those who support us. If we want these fine companies to remain in our community, we need to do more than pay them lip service. We need to offer them a vote of confidence by buying products from them. We need to support the shareware authors by sending them shareware fees. We need to support Apple II magazines by subscribing to them.

And, most important, we need to support each other. Our Apple II community is a unique and friendly group composed of millions. It consists of people all over the world, and it consists of people that are pre-teens and octogenarians. The Apple II community flourishes in the USA and Canada, Australia and New Zealand, France and Switzerland. As the FTA used to say, "We are everywhere". We need to share our expertise with those just starting out in the Apple II world. We need to volunteer our time to schools and non-profits that use Apple IIs. We need to write articles for Apple II user group newsletters. We need to help out at our children's schools.

Working together, we have already changed the world, and we will continue to do so. The Apple II clearly has another 15 years of life left to it. And, maybe, just maybe, the Apple II will still be alive and flourishing in 10, 20, or 30 more years.

So, what does 1993 hold in store for us?

More software, such as Seven Hills Spectrum, a GS/OS telecommunication program, should appear in early 1993. System 6.0.1 should see the light of day in early-1993. 1993 will also be the year of The Lost Classics Project, and we'll continue to see older software re-released as freeware. Without a crystal ball, it's hard to see exactly what the future holds for us, but it's clear that we will have continued support from many of the same companies that support us now.

1993 also has the potential to be a devastating year to our community. As Apple Computer Inc continues to distance itself from the Apple II computer, many Apple II owners may fall prey to Apple's hype. They may move on, and buy top of the line MS-DOS clones for less than \$1000. They may go to Circuit City and buy Performas. Looking at the bright side, Apple II owners will be able to buy hardware and software at fire sale pricing. With complete IIGS systems available now for less than \$1,000, we're soon going to be joined by a whole new generation of computer users.

At this point, the future is anything we want it to be. As the country is gearing up, optimistically, for Bill

Clinton's presidency, the Apple II community is also gearing up for a bright future. Just think, in a few years, we'll be running software that was written by those who are now in elementary school. Thanks to hardware hackers, we'll soon be using a new generation of peripheral devices, just as many of us are now using \$600 laser printers; printers that just a year ago couldn't be connected to an Apple II.

The Apple II community has always thrived on doing the impossible. We will continue to thrive, and we will continue to grow. For many of us, the slogan "Apple II Forever" has become a way of life. Let's keep it that way. The future is in your hands, and the future is in your hearts. Let's make the next 15 years as glorious as the past 15 years!

Joe Kohn is a Contributing Editor to inCider/A+ Magazine, and writes the monthly "Shareware Solutions" and "Grapevine" columns. He also writes a monthly column in Softdisk G-S. Connections is a monthly column that is distributed as Copyrighted Freeware. Write to Joe Kohn at 166 Alpine Street, San Rafael, CA 94901. Send a self addressed stamped envelope if you'd like a personal reply. Or, contact Joe online; he shouldn't be too hard to locate on America Online, CompuServe, GENie or on "The Net".



Pam Doughty

Retirees & Others SIG

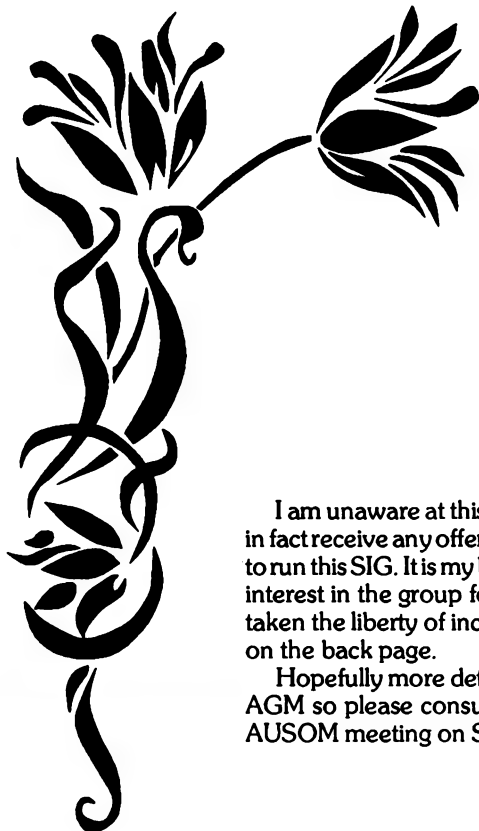
Thanks Steve

I am unaware at this stage if Steve Buttery did in fact receive any offers of assistance to continue to run this SIG. It is my belief that there is sufficient interest in the group for it to continue and have taken the liberty of including it on the Timetable on the back page.

Hopefully more details will be available at the AGM so please consult the notice board at the AUSOM meeting on Saturday 6th February.

All Members who attended this SIG that was so ably run by Steve join with me in a special thank-you. Steve not only gave up his time on the Wednesday to run the meeting but spent many hours researching topics, arranging guest speakers, booking the venue, providing refreshments and making sure adequate computer equipment was available. His vast experience of an extensive range of subjects together with an ability to impart knowledge in a sharing as apposed to a dictatorial manner will be missed.

Best wishes for your further studies Steve.



Getting the Most out of QuickTime

A baker's dozen of disks with QuickTime utilities and movies is now available in the AUSOM Macintosh disk library. Surprisingly, none has been reviewed in AUSOM News, although QuickTime has already passed its first birthday and is now even available for Microsoft Windows.

Perhaps a brief explanation of what QuickTime is and what it does is called for.

QuickTime is a System extension. It patches into the Macintosh System, enhancing the capabilities of applications that are able to use it. This means that you interact with QuickTime indirectly through a QuickTime-aware application.

The QuickTime extension lets applications combine sound, graphics, digital video and computer animation into documents in a standard manner. Because this type of information takes up far more disk space than text does, it needs to be compressed in order to be handled at all.

To emphasise the storage problem: a 650 Mbyte CD-ROM can hold only 24 seconds of full-screen full-motion 24-bit video if left uncompressed. And that's without accompanying soundtrack. However, even the fastest CD-ROM players would take over half an hour to play 650 Mbytes. Clearly something dramatic needs to be done to make digital video a reality.

QuickTime is Apple's solution to this problem. It makes CD-ROM video possible by providing high-powered tools for compressing visual data. These tools are called *codecs*, short for compressor-decompressor. After all, the problem is not confined to storage. Videos and animations need to be decompressed at extremely high rates of say from 10 to 30 frames per second (fps).

Currently QuickTime runs on 68020 or later Macintoshes. Apple plans to bring it to 68000 Macs in the long run, but this isn't available now.

QuickTime 1.5 (AUSOM 92.63)

The performance of the original QuickTime 1.0 left something to be desired. Movies were usually restricted to 160 by 120 pixels, about an eighth of a standard screen, and frame rates were limited to about 15 fps (half VHS speed) except on a Quadra, but even a Quadra couldn't play 320 by 240 (quarter-screen) movies at half speed.

The new QuickTime 1.5 makes these restrictions ancient history (see Figure 1). It includes a new codec for videos, called the Apple Compact Video compressor that can compress 320 by 240 movies to play at 15 fps. Some may even play at full speed on a Quadra.

The Compact Video compressor creates files that are less than half of the size of the same movie compressed using the old Video compressor (see Figure 2). The drawback is that it takes much longer to compress a movie to achieve this doubled compression ratio — maybe ten times longer than the original Video compressor (e.g. 12 minutes becomes 2 hours, so do it overnight). Given Compact Video's in-

creased performance, this is probably not so bad, as you only compress a movie once but play it many times. If you're only going to play other people's movies, it doesn't matter at all.

QuickTime 1.5 is important for people who own a new Macintosh Ilvi or Ilvx, as it supports Kodak's new Photo CD format. Photo CD is a service soon to be offered in Australia for storing your photographs on CD-ROM for playback on your Macintosh computer.

Among other enhancements in QuickTime 1.5 are: support for hardware compression, black-and-white dithering of movies, playback by double-clicking on a movie window, and automatic loading of movies into available application RAM to improve performance.

Also on the AUSOM disk is a QuickTime-compatible Scrapbook with two movies and Scrapbook File, as well as the MoviePlayer application (not SimplePlayer as stated in the disk catalogue)! MoviePlayer improves on SimplePlayer with excellent help dialogues, and will continue playing a movie's soundtrack when it runs in the background (under System 7).

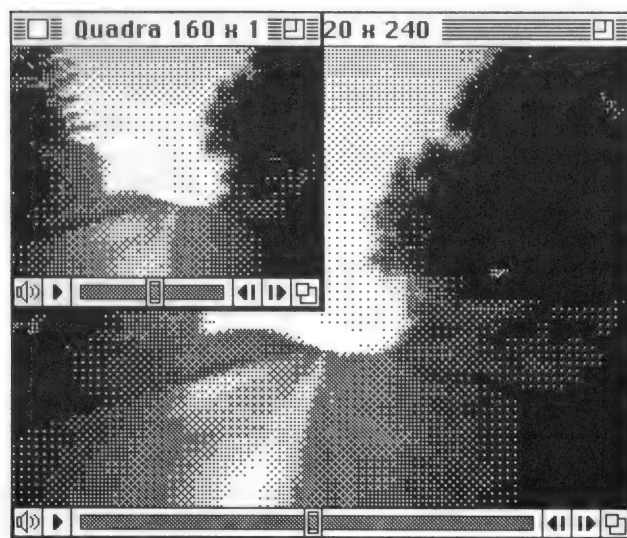


Figure 1. Typical QuickTime 1.0 and 1.5 frame sizes, shown with black-and-white dithering.

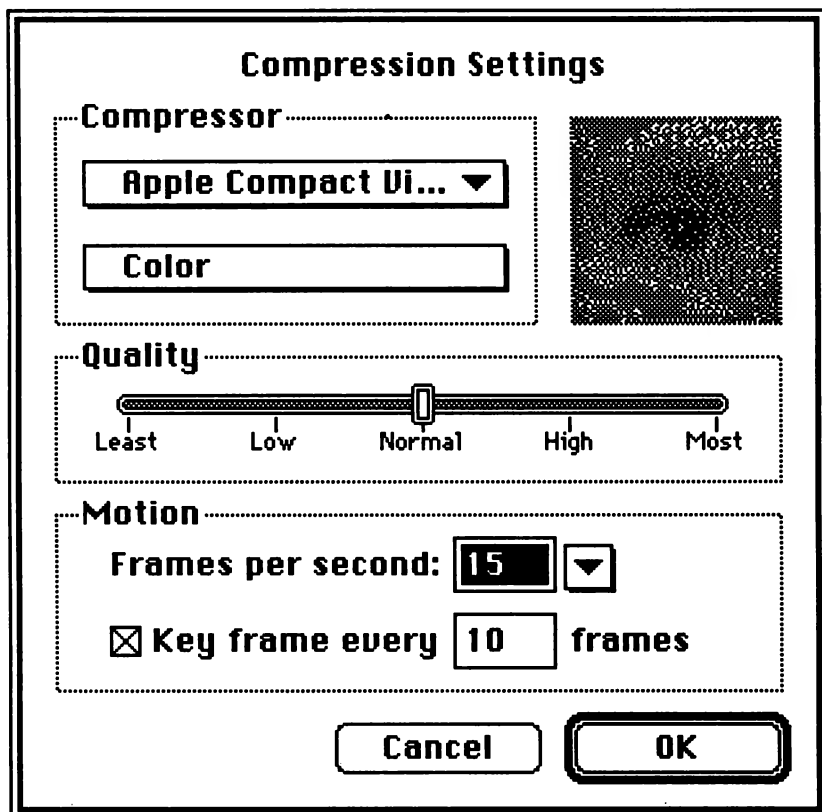


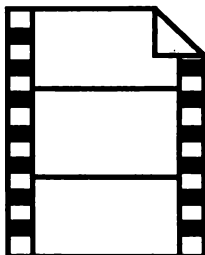
Figure 2. Standard QuickTime Compression dialogue.

Movies from BCS (BCS•Movies 1, 2, and 3)

BCS•Mac has compiled a small three-disk collection of sample QuickTime movies. None are really exciting, but are great if you don't have any QuickTime movies yet. (Try disk AUSOM92.11 for other short movies.)

The real problem is that interesting movies usually occupy more than can be held on an 800K floppy disk. On the other hand, short movies are great for startup movies, analogous to startup screens. Any movie placed in the System folder and called "Startup Movie" (exactly as here, but without quotes) will play when the Mac starts up.

The most interesting items on these disks are (Movies 1) "QT Logo MooV", the QuickTime logo spinning, and "Steve [Jobs] in 1984" launching the original Macintosh; (Movies 2) nothing special; (Movies 3) "scol moving", a simulated flight through a 3D model city.



VideoBeep & Wild Magic (AUSOM 92.12)

This disk contains a superb control panel Wild Magic and a problematic System extension VideoBeep 1.0D3 that I could never get to work, despite trying it on several machines and with different versions of QuickTime. VideoBeep supposedly uses a QuickTime movie instead of a sound when a system beep occurs. The beep movie supplied is (naturally) a distasteful expletive!

In contrast, Wild Magic 2.0 is really useful. It allows you to put QuickTime movies into any application that can import PICT images. That lets your existing pre-QuickTime word processors, desktop publishing applications and other programs play QuickTime movies. You simply paste the movie as you would paste an image, but the image can now be played.

Theatre Maker (BCS 242)

Of all the QuickTime utilities reviewed here (apart from QuickTime 1.5 itself), Theatre Maker 1.0.2 is the best. It takes a QuickTime movie of your choice, pops it inside a frame of your choice and converts it into a standalone double-clickable application called a theatre. I

only use the word "frame" because the author of Theatre Maker calls it that, but it's really a full-screen picture with a space where your movie plays. Sample frames include a Quadra 700, a television set, a TV in a lounge room, the giant screen of a drive-in, the Mac desktop, or a curtained theatre. You really feel you are at the movies.

You can create your own frames but you'll need to use ResEdit in the process. Theatres can be made to play forever in a loop until you click. I think they are the best way of distributing QuickTime movies.

BijouPlay 1.0b1 & QT VCR 3.5 (AUSOM 92.64)

None of the movie players described below are as good as Apple's MoviePlayer, but are interesting in their own ways.

BijouPlay can only play movies in the form they are presented. This beta release won't let you edit, resize, loop or play backwards. It's said to be a bilingual movie player, but this capability isn't in this version.

QTVCR stands for QuickTime VCR. It plays movies, with its own VCR-look-a-like controller (instead of Apple's) that has separate buttons for Go To Beginning, Rewind, Pause, Play, Fast Forward, Go To End, Louder and Softer. The movie loops until it is closed. QT VCR doesn't do much else, though its controls make it fun to use.

Popcorn™ 1.0.1 (BCS 231)

Popcorn™ is the BMUG (Berkeley Mac User Group) movie player. It lets you play movies, cut, copy and paste, loop, and loop back and forth. Although it supports Apple Events, it doesn't do anything that MoviePlayer can't do. Popcorn is distinguished by a cute icon and splash screen!

EasyPlay 1.0 (BCS 245)

EasyPlay is a movie catalogue. It creates files with little boxes containing: the movie's name, a preview (poster) image, information like duration, size, and directory (where it is on the disk). It can be controlled through Apple Events and comes with a UserLand Frontier script file for controlling EasyPlay. Even if you don't use Apple Events, the catalogues it creates are very good and can be printed. I had a little problem at first trying to create catalogues. First of all you need to tick "Show the Catalog menu" in the Preferences dialogue and then you're OK.

Apple II GS Public Domain Disks—January 1993

Intro

Welcome to another year of exciting new GS software.

Bill Agius has carried out the reviews of ALL the disks this month, and since I only gave him a week to do them, he had a number of sleepless nights. Consider how much work Bill has put in to the reviews—believe me a Grab Bag type disk is hours of work to test and write about—and enjoy his humour. By the way, for those on the AUSOMBBS how about a bit of support for Bill's great attempts to get a bit of Social Chit Chat going?

Reviewers Wanted

Because many reviews are required at short notice, if there are other AUSOM members who live close to North Balwyn and wish to help with reviews, please drop me a note setting out your name address and membership number. You will have to collect and deliver the disks to be reviewed—and usually within a specified time limit.

Commercial and Shareware Programmes

Please remember as GS owners, there is an amazing number of new commercial and public domain programmes for the GS. It is up to each of you to support more programmes being written, by buying the commercial programmes and paying your shareware fees on any of the AUSOM library disks.

It appears that the orders for Out of This World has exceeded expectations, and will encourage more games to be ported to the GS. Shanghai II is now available from Resource Central (\$US49.95), as is Pick 'N Pile (\$29.95—demo on Games 74—fantastic) and others are in the works. Auto Arc is out, Hard Pressed is on the way.

The second version of Pointless and Platinum Paint are out—and Resource Central also have Educational titles My Paint (\$US39.95), Alphabet Fun Colouring for My Paint, Majelix Characters Colouring for My Paint, (\$US19.95 each) Cartooners, Mixed Up Mother Goose, Life And Death and Mavis Beacon

Teaches Typing (\$US14.95 each) and there are many other programmes available. You can still subscribe to all the Apple II and IIGS newsletters and disk compilations at Resource Central (see December 1991 newsletter). So support your GS NOW!

THE DISKS

- Animation 10—Animation View, Nefertiti, Achoo and Bart
- Bunker Ware—self booting utilities PICS, ICONS, COLUMNIST, ELIZA.BRAT, ENCRYPTOR, FILE-ATRIX, FILE.COMPARE, FLOORTILES, SKULL.CURSOR.INIT, TWO.BORDERS.INIT, QUIT-TO, SHUTDOWN, REMINDER, GIF.BEHEADER, LINEFEED.IR, NuFX MESSENGER, SEPIA-IZER, SF.GET, DOGPAW, BEEEXTER, COMPRESSOR, SCLU (Screen Layout Utility), PRINT.ENVELOPE
- California.Demo—A self-booting music and animation demo
- Games 78—BASEBALL.TRIVIA, MINE.FIELD.V1.5, PUZZBUCKET, SHOVEL and SPACE.WARRIOR.
- Games 79—Solarians GS—astunning self booting space invaders but better game.
- Games 80—All NDA self booting disk BACKGAMMON, BUNNYNDA, COIN.FLIP, FACENDA, FLIPNDA, IDLEND, MINEHUNT, MULTITRIS, PACMAN, PACMAN Game, POWERGRID, SOLITAIRE and SPAMNDA
- Grab Bag 38—MAKIN.COPY.INIT, OOW.INIT, PEDIGREE, QUIT.TO.CDA.2:02, RADE.DEMO, RATIONAL PERSON, ROUNDS (FOOTBALL, NAPALM and CAR CRASH), SNDPATCH4SYS6, SUICIDE PREVENTION.
- Grab Bag 39—ACK.NDA, AIRFORCE.DEMO, BROM, DownLoadPS, FINDER.ICON, GRAPH.PAPER.GS, HFSLINK.V1, IIGS.INITS (skull Cursor, Two Borders), J U M B O . D E S K , MAHJONG.FLG.FRCH, Mac Toilet Pic and MEMORY.NDA
- Word Processor 03—AppleWriter II and Catalog PD—self booting

The Reviews

Bill Agius' hard work!

ANIMATION.10

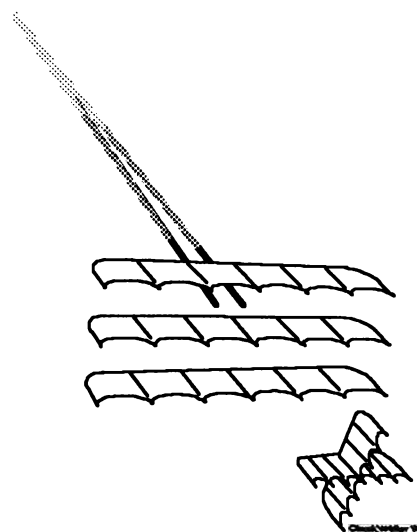
The disk contains a folder named 'Nefertiti' and two Paintworks animation files called 'Achoo.Show' and Bart.Show.

Nefertiti is a 3-D revolving image of a plastic replica of the real thing which is in a Berlin museum. It really is a brilliant example of the graphic capabilities of the IIGS.

An Animation View program also resides in the folder which can also be utilised to view the other two files.

My favourite of the three is the Achoo.Show, a clever animation of a 'chrome head' which twitches it's nose, wrinkles its forehead, shuts it's eyes, and lets go with a sneeze. All the AUSOM members who get hay-fever should find this item very interesting.

Young Bart Simpson is up to his old tricks with a shanghai and is the featured performer of this clever little mini film.



BUNKER.WARE

This disk is a self booting collection of freeware and shareware programs the author, Karl Bunker, has written over the years. Please note that some of the programs are shareware; this means that you are supposed to pay a small fee for them if you decide to use them. The programs that are shareware, and their requested fees, are noted in the documentation files that accompany each program.

If you boot this disk, or run "Sneeze" from a program launcher, you will be presented with the disk's built-in user interface. Sneeze is a program launcher, text viewer/printer, and graphics viewer which gives you an easy way to navigate through this disk, read the text files, and launch some of the programs. Complete information on Sneeze is contained in a SNEEZE.DOC file, in the root directory of this disk.

A Brief description of each of the folders follows:

PICS

A folder containing some graphics from various sources to demonstrate Sneeze's graphic-display capabilities.

ICONS

As the name implies, this folder contains icons for Sneeze and some of the other application programs for your Finder desktop.

COLUMNIST

is a text file post-processor which takes any TXT (ASCII text) or AWP (Appleworks Word Processor) file and converts it into a new file in which the text is formatted in two or three columns on each page. This converted file can be then loaded back into your word processor for additional editing and printing, or can be printed by Columnist. Before converting a file, you adjust various format settings to control the page layout of your document. These format settings include such things as: Number of lines per page, width of left margin, width of each column, amount of space between the columns, number of columns, and whether the columns will be full justified. You can add multi-line page headers and/or footers to the formatted file, and can include printer control-characters. These and other features of Columnist are explained in detail on docs in the folder.

With Columnist you should be able to do simple, newsletter-type desktop publishing projects. Columnist is text based, rather than graphics based as most desktop publishing programs are. This makes Columnist relatively cheap, fast and simple-to-use. Columnist can also be used for such things as printing 2-across or 3-across mailing labels, or columnized data base reports.

ELIZA.BRAT

This is a ShrinkIT-packed disk containing several different "Eliza" programs. Eliza is an intelligence-simulating program which dates back to the early days of computers. It allows you to carry on a "conversation"—of sorts—with your computer. This disk includes a fast, powerful ZBasic version of Eliza, a LISTable Applesoft version, and "Eliza*Brat"—a ribald, insulting, and humorous version of the program. There is also some educational text on the history and functioning of Eliza programs. Unpack to a 5.25" disk with ShrinkIT 2.1 or later. Because this is a packed disk, it can't be unpacked with Sneeze (see Sneeze.Docs). You'll have to use Shrinkit.

ENCRYPTOR

is a shareware program which allows you to encrypt (scramble) and decrypt (unscramble) all types of ProDOS files. A four-character password, which you make up, acts as the key to an encrypted file. You enter this password when using Encryptor to encrypt a file, and enter it again when decrypting. No other password will successfully decrypt the file. No normal method of examining the data in the encrypted file will give any usable information about the original file's contents. Without the correct password, the encrypted file is effectively "locked"; both unusable and indecipherable. Encryptor can create two types of encrypted files: regular encrypted files, which are decrypted by re-processing them through Encryptor, and "self-decrypting" files, which require a password, but not Encryptor itself to be decrypted. Encryptor also has a "purge" function, which allows you to completely erase a file and its data from a disk. These various options are described in detail on a docs file in the folder.

Self-decrypting files will be useful for situations where a file is going to be freely distributed, but you want to limit the number of people who will actually be able to USE that file. The advantage of self-decrypting files is that Encryptor itself, and instructions for its use, don't have to be included along with the encrypted file.

Encryptor is a ProDOS 8 application, and consequently, will not function with "extended" or "forked" (these mean the same thing) GS/OS files.

FILE-A-TRIX

is a file-utility Classic Desk Accessory (CDA) for the Apple IIgs. It allows you to perform various operations on files and disks without leaving whatever application you happen to be working in. Because it is a CDA, you can use File-A-Trix from within virtually ALL applications, desktop or text-based, GS/OS or ProDOS 8.

File-A-Trix can perform the following functions (or "Trix"):

- + Catalog any online disk, showing you the contents of any folder
- + Copy files from one disk or folder to another
- + Delete files
- + Lock and unlock files, or change their type or auxtype
- + Rename files
- + Create a new folder
- + Initialize (format) 3.5" disks

File-A-Trix is shareware. You are welcome (and encouraged) to distribute it freely to anyone, and to try it out to see if you like it. If you DO like File-A-Trix, and intend to use it, you are asked to send \$10.00

File-A-Trix is installed by copying it to the System:Desk.Accs folder of your startup disk, and restarting your computer.

FILE.COMPARE

is a utility for comparing files to see whether one file is simply a backup of another, or is a modified version. You might know that two files are different, but be curious as to just what and where the difference is. If you're a programmer who often writes various types of file-processing utilities, you might want to compare some files to see if your program is working as it ought.

When you run File.Compare, you are presented with a screen showing two file-selection "windows". The window on the left shows you the files in the currently open directory. Pressing the up and down arrow keys moves the highlight bar in this window. Across the bottom of the screen are prompts showing you the commands available to you; After selecting a first file, you will probably want to select a second. This is done in the same manner as the first file, but the file list will appear in the right hand window this time. File.Compare permits disk-swapping; you can compare files on two disks using one drive. You will be prompted to switch disks as needed during the compare process.

As soon as you choose a second file, File.Compare will go to work comparing the files. If they are identical, a message will inform you of this, and the prompts at the screen bottom will change to show you your new options: OpenApple-ESC to restart File.Compare (so you can select another pair of files), or OpenApple-Q to quit.

If File.Compare finds a difference between the files, things get more interesting. A message will tell you at which byte in the files the difference was found, and the two windows will show you, in hexadecimal format, the portions of the files



where the difference occurred. The first file will be displayed in the left window, and the second in the right. In this display, any bytes of the files that don't match will be shown in inverse.

Hexadecimal display is fine for some types of files (and some types of users), but often you will want to see the text characters of the files. As a new prompt at screen-bottom explains, pressing TAB will toggle File.Compare between hexadecimal and text display. In the text-format display, any bytes in the files which aren't recognized as legitimate text characters will be displayed as periods.

File.Compare is free; use and enjoy, no obligation. May you have many hours of breathless excitement comparing all of your favourite files!

FLOORTILES

is a game for the IIGs. Full instructions are available under the Apple menu in FloorTiles. Here is some additional information of particular interest to people who have played earlier versions of the game:

The "rules" of FloorTiles have changed somewhat with version 2.0. Now, whenever a tile disappears, any adjacent tiles will rotate 90 degrees. This was done to make the game more interesting, and to prevent a "system" I discovered which allowed very high-scoring, but long and boring, games. This also occasionally causes unexpected chain reactions of disappearing pieces, which is fun. The "Points for this piece" countdown now accelerates as your score increases. This also serves to make games faster and more challenging. A tone of increasing pitch sounds each time the points thermometer decreases. This gives you an auditory cue to how much time you have left to place a piece.

The final significant change to FloorTiles are the "Small board/Big board" options. The former allows you to play a quick little game on a 9x5 board, rather than the full-sized 11x9 board. There are now two sets of high scores, for the big and small boards. Because of the changes in the game, any old high scores

you may have are no longer meaningful, and won't be used by the new game.

IIGS INITs FOLDER

The folder labelled IIGS.INITS, contains two inits and their respective docs. Both of these inits add a little bit of 'flair' to your computer.

SKULL.CURSOR.INIT

As Karl says on the disk.. "I reckon that if the Apple II is "dead" — as many have long been telling us it is — then we IIGs users should all start using a mouse cursor that's appropriate to a "dead" computer. Just copy Skull.Cursor to your SYSTEM/SYSTEM.SETUP folder and reboot, and your mouse cursor will become a death's head. The little bump on the top of the skull is the "hot spot" of the cursor. Skull.Cursor is freeware.

TWO.BORDERS

is also an Init" file, and is installed in the same manner as 'Skull.Cursor' in the previous paragraph. The first time you boot your IIGs after installing Two.Borders, you will probably find that, about half way through the boot process, your border colour changes (probably to black). This is normal; don't panic. When the boot is complete, go to the Control Panel and reset your border colour to whatever you would like your graphics-mode border to be. (I am assuming that your IIGs boots to the Finder, or another graphics-based selector.) Next, launch some text-based program, such as AppleWorks Classic. Go to the Control Panel again. (You'll have to use the text-based CDA Control Panel, of course.) Set the border colour to whatever you would like for your text mode border colour. That's it; you're all set! Two.Borders is Freeware.

QUIT-TO

is a "program switcher" for the Apple IIGs. It is a Classic Desk Accessory which allows you to jump directly from any application (either ProDOS 8 or GS/OS) to any other application (ProDOS 8 or GS/OS) without going back to the Finder (or other launcher). That is, it lets you "quit to" another application, rather than quitting to the Finder and launching the other application from there. Naturally, if you do much switching between applications, this will save you a lot of time. Quit-To is the first and ONLY universal program switcher for the IIGs; Quit-To works with virtually ALL ProDOS 8 and GS/OS programs. Other IIGs program switchers only work from within GS/OS desktop applications.

Quit-To is shareware. If you DO like Quit-To, and intend to use it, you are asked to send \$15.00. Quit-To is installed by copying it to your SYSTEM/DESK.ACCS folder, and rebooting. (Quit-To requires that you boot your system with GS/OS)

Quit-To gives you two different methods for selecting the program that will be launched when you quit from your current program, Selector mode and Run-List mode. When you use Quit-To for the first time, you will be in Selector mode.

It's likely that you have a few favourite applications that you use most of the time. With Quit-To's Run-List feature, you can create and access a list of these favourite programs. Rather than navigating through disks and folders to locate the application you want to quit to, you can simply select that application's title from the Run-List.

Quit-To is shareware. If you DO like Quit-To, and intend to use it, you are asked to send \$15.00

SHUTDOWN REMINDER

is an Permanent Initialization File (PIF) for the IIGs. To install it, simply copy the file SD.Reminder into the System/System.Setup folder of your System disk. The next time you start up your computer, ShutDown Reminder will be active. When you select "Shut Down..." from the "Special" menu in the Finder, and click "Okay" with the "Turn off system power" button (the default) selected in the dialog box, ShutDown Reminder will spring into action. It will check the contents of your RAM disk, and if it finds anything there, it will let you know. A list of the files in the RAM disk will be displayed, along with two buttons. The buttons give you the options to "ShutDown anyway" or "Restart". If you see that there's a file in the RAM disk that you've forgotten to deal with, just click "Restart" and the day will be saved. Your GS will be restarted with the contents of the RAM disk preserved. If there aren't any files in the RAM disk (or if you don't have a RAM disk), ShutDown Reminder won't interfere with the normal shut down process.

The names of up to nine files will be displayed in the dialog box. If you have



more files than that in your RAM disk, the phrase "Plus others..." will appear at the bottom of the list. If you shut down while in a text based application such as ProSel, ShutDown Reminder will put up a simple text based dialog box. This text based version doesn't list any of the files in your RAM disk; it simply reports "There are files in your RAM disk.", and allows you to shut down or restart.

In addition to this extremely practical and useful function, ShutDown Reminder performs another role, which is purely for entertainment purposes: When you shut down your system the graphics screen (presumably showing the Finder) will collapse in on itself, up from the bottom and down from the top, until only a black screen remains. Then the "You may now turn off your Ilgs safely" screen will appear. This happens regardless of whether there is anything in your RAM disk. Some might consider ShutDown Reminder worth owning just for this little "gag" alone, even if they don't use a RAM disk.

ShutDown Reminder is shareware. If you DO like it, and intend to use it, send \$5.00

TELECOM.STUFF.FOLDER

contains the following programs related to graphics and modem users.

GIF.BEHEADER.

GIF ("Graphic Interchange Format"; a trademark of Compuserve Information Service) is a machine-independent standard for storing and transmitting graphics files. There are some excellent GIF utilities available for the Apple Ilgs which can display GIF files and translate them into standard Ilgs graphics files. The best of these (Jonah Stith's GIF.3200, for example) can transform 256 colour GIF files into dazzling 3200 colour Ilgs graphics. There are also GIF viewer/translators available for 8 bit Apple Il's. Online Macintosh libraries often have an excellent selection of GIF files. When you download one of these Mac GIFs to your Apple II, however, the file will have a "header" — a block of data attached to the front of the file intended for use by Mac telecommunications software. Before an Apple II GIF utility can recognize a file as being a GIF, it may be necessary to strip off this header. This is the job that GIF.Beheader does.

GIF.Beheader is simple and friendly to use. Just launch it, and highlight the GIF file you want to "behead" in the file-selection window. As an added bonus, GIF.Beheader will show you the size and number of colours of the graphic. That's all there is to it.

The file SF.GET must be in the same folder as GIF.Beheader when the latter is launched. SF.GET is a machine language utility which provides the friendly point-and-click file selector in GIF.Beheader. SF.GET is freeware, and available in the libraries of the major online services.

GIF.Beheader is freeware.

LINEFEED.IR (Linefeed Inserter/Remover)

is a small, simple program which does a few simple jobs: It inserts and removes linefeed characters from ASCII text files, and converts AppleWorks (Classic) files into ASCII text files with linefeeds inserted. When text files are shared between Apple II users and users of other computers (notably MS-DOS machines), linefeed characters can be troublesome. The standard format for Apple II text files is for <return> characters (\$0D) to appear alone. But in MS-DOS text files, it is a requirement that <return> characters be followed by linefeed (\$0A) characters. Thus, if you want to share an Apple II text file with MS-DOS

users, the file must have linefeeds inserted in order for them to use it conveniently. And if you receive a text file from an MS-DOS user, the linefeed characters it contains may cause unwanted double spacing when you go to read or print it.

Linefeed.IR is Freeware; no fee is asked for its use, and it may be distributed freely.

NUFX MESSENGER

"NuFX" is the name given to the file format used by ShrinkIt, the standard archiving utility for Apple Il's. When you pack files or a disk with ShrinkIt, the archive file you create is a NuFX file.

One of the features of the NuFX format is that it supports "messages" contained within the archive file. That is, by using an appropriate utility, you can embed a small piece of text within a NuFX archive before uploading it, and the person who downloads it can read your text by using a similar utility. Because this message is a part of the NuFX file, rather than a separate, compressed file within the NuFX file, it can be read without unpacking anything from the archive.

GS-ShrinkIt supports messages directly; you can read or write a NuFX message by opening an archive and then clicking on the "Info" button when a file with a little document icon displayed to the right of the filename is highlighted. The current 8 bit version of ShrinkIt does not support message editing or viewing, however, and it is this "gap" that NuFX Messenger fills. NuFX Messenger allows

owners of 8 bit Apples to read and write NuFX messages.

SEPIA-IZER

Lots of Ilgs graphics, especially scanned-in images, are grey scale. With 16 shades of grey, a reasonable degree of photographic clarity can be achieved on the GS. However, grey scale is kind of — well — grey. Sepia tone is often a much more aesthetically pleasant palette, while retaining all the clarity of grey scale. For those who may not know, sepia tone refers to a range of brownish tones, from almost black to almost white. Many early photographs were sepia tone, rather than black and white.

To use Sepia-izer, simply launch it, and select a file from the list displayed. Prompts explain how to navigate to the disk and folder your graphics are in. The file SF.GET must be in the same folder that SEPIA.IZER is in when you launch it. (SF.GET is a utility which provides the user-friendly, point-and-click means of selecting files in Sepia-izer. SF.GET is freeware

SF.GET

is an ampersand utility which brings a rough equivalent of the Ilgs SFGFile toolbox call to Applesoft programmers. What this means is that when an Applesoft program requires users to provide the ProDOS pathname of some file for some reason, there is now a simple Applesoft command which allows them to do so in an EXTREMELY friendly environment.

Rather than having to remember-and-type a file's pathname, SF.Get allows users to point-and-click the file from an on-screen list. If the desired file is in another directory or on another disk, it can be navigated to with a few keystrokes.

The potential benefits of SF.Get should be obvious. Many Applesoft programs, from the most elaborate application to the smallest "quick and dirty" utility, could be improved with SF.Get. SF.Get runs on any MouseText-capable Apple with 80 column display. SF.Get is freeware, and is hereby made freely available for all developers to use in their own programs, either commercial or freeware



DOC.STUFF FOLDER

A set of utility programs which, in various ways, deal with the job of displaying and/or printing text from the BASIC environment. These utilities are primarily intended for programmers who want to include documentation to their programs on-disk, and who want a user friendly and professional-looking means of presenting this documentation.

These utilities were first written quite some time ago, and there are aspects of them that will seem primitive by today's standards. For example, the Apple II+ is supported all of them, and DOS 3.3 is supported by most. Furthermore, the stand-alone utilities Beexter and Compressor are BIN files, which must be BRUN from the BASIC prompt. However, I'm sure that some people will still find some usefulness in some of these programs.

All of these programs are public domain. Anyone is welcome to use them for any purpose. In particular, you are welcome to package any of these programs, or any files or programs created with these programs, with any of your own software, whether commercial or freeware.

DOGPAW

is a program for displaying and/or printing text files from the BASIC/ProDOS environment. In addition to its intended primary use as a means of presenting on-disk program documentation, I'm sure many will find Dogpaw useful for a variety of other text viewing/printing purposes.

Dogpaw is public domain. Anyone is welcome to use it for any purpose. In particular, you are welcome to include Dogpaw as a part of any software package you may be distributing, regardless of whether your software is public domain or commercial. Just don't charge any money for Dogpaw itself.

The versatility of this program is fully explained in the Doc.Stuff folder on this disk.

BEEEXTER

is a program which provides some of the power and versatility of Dogpaw, and which is usable under both DOS 3.3 and ProDOS (Dogpaw is for ProDOS only). Beexter makes text BRUNable. Using an ASCII text or AppleWorks word processor source file, Beexter creates a new file which is binary-type and can be BRUN. This binary file consists of some machine language code that handles the display or printing of the text, and "tail-ended" to this, the text itself. The text is in a compressed format, so you will find that with longer files the new object file is actually smaller than your source file. When this binary file is BRUN, it behaves much like Dogpaw: Its text is word wrapped for the 80 or 40 column screen or for a printer, on-screen text can be paged through forward and backward, and page headers can be included in the printed-out text. Although Beexter itself will only run under ProDOS, the binary file it creates can be BRUN under both ProDOS and (after converting with a utility such as COPY II PLUS) DOS 3.3. Full instructions for this handy utility are included in the docs.

COMPRESSOR

is a machine language program which reads an ASCII text or Appleworks AWP source file, and converts it into a new file which is about 30% smaller than the original. This compressed file can then be displayed or printed by Dogpaw, and will appear the same as the source file. This will be useful for situations where Dogpaw is being used to display large amounts of text, and disk space is getting short. Compressor can also decompress its compressed files, converting them back to ASCII text files. All instructions for using Compressor, is fully explained within the docs.

SCLU (Screen Layout Utility)

is a neat little utility for Applesoft programmers which allows you to quickly and easily design 40 column screens of text. Using the SCLU editor, you simply type the text onto the screen as you want it to appear in your BASIC program. The editor allows you to enter normal, inverse, flashing and MouseText characters. It also has several word-processor-like commands to help you design your screen. When you are finished, you quit the editor with <esc>, and SCLU will translate what you have typed on the screen into lines of BASIC code. These lines of BASIC are written into a text file that you can then EXEC to enter them into any BASIC program.

SCLU lets you experiment with a variety of screen layouts, without having continually to "round trip" between editing and testing your program. SCLU is useful for designing more-or-less elaborate "title page" screens, and for situations that call for one or a few screens full of neatly formatted text.

The following program is one which I sincerely hope a lot of people will use. As you can see by the calibre of the programs on this disk, Karl Bunker is a prolific developer for the Apple II computer. It would be fantastic if he were to receive a bunch of shareware payments from the land of OZ. It goes without saying, if guys such as Karl can provide us with these enhancements for our day to day computing, it is only fair to repay in kind. Read on...

PRINT.ENVELOPE

This is a cute little program which will print an "origami envelope" onto a sheet of paper. You can then fold up this envelope and use it to send Mr.Bunker the fee for any of his shareware programs on the disk. The envelope can also be used to get in touch with him with questions or comments you may have regarding any of the other programs.

WHERE TO PAY

The address of Karl Bunker is: 59 Parkman St. Brookline, MA 02146.

CALIFORNIA.DEMO

A self-booting disk which displays "GSA presents" on the screen while a drum beats away in the background. Don't do what I did and think the needle was stuck, the disk was still booting.

Next thing you see, the screen fades and comes to life with a beach scene with a couple of palm trees. This time, during the credits you are entertained with snippets of some classic 60's music.

Surfin USA by the Beach Boys is followed by Hotel California, which is followed once more by the BB's singing California girls. The disk magically ejects, and we finally get to the demo.

Great little production to have as a 'curio' disk to demonstrate the graphic and Sound qualities of your gee ess. At the price AUSOM charges for it's disks, it's



definitely on the 'must have in my demos pile' category.

GAMES.78

Here we have a disk full of folders, which are in turn filled with games. The 'time-wasters' included are:

BASEBALL.TRIVIA, MINE.FIELD.V1.5, PUZZBUCKET, SHOVEIT and SPACE.WARRIOR.

A brief description of each game follows.

BASEBALL.TRIVIA

Speaking from a personal point of view, this game loses me in the change-rooms. Baseball is a game I have tried to understand, albeit with not much enthusiasm, for quite a few years. To me it is a bunch of guys chewing gum, waiting for the fellow on the mound to throw the ball in a strange manner at the poor bugger with a round cricket bat. The only thing I understand about the game, is that each match seems to end up in a brawl. If you're into American Baseball, you'll just love this game. (sigh) It is for 2 players over 9 innings. Each player has 30 seconds to correctly answer a question on baseball, and for each correct answer is rewarded with a base runner. (or something)

If you get 'em wrong, you're out on yer ear buddy. Well that's basically it, see what you think. If you like it, or understand it, why not write a review in the next magazine to enlighten all of us ignorant baseball klutzes.

MINE.FIELD.V1.5

If you have ever worked with Windows (for those lowly PC machines), you may be familiar with MineSweeper, a logic-based game which runs under the windows environment. Minefield is played on a grid. A number of mines are spread randomly throughout the grid. The object of the game is to uncover all the cells NOT containing mines, and to place flags in the cells which do contain mines. Briefly, to play the game, the cursor has two states. As the standard arrow, it can be used to uncover grid cells. When it changes to a flag, it is used to place flags in cells. Uncovering each cell will display a number which represents the number of mines in adjacent cells. Uncovering a cell which contains a mine ends the game.

If a cell's value is zero, the computer automatically uncovers all surrounding cells. You are given the same number of

flags as there are mines in the grid. This number is at the top left of the grid at the beginning of a game. Each time a flag is placed, the number decreases by one, so it keeps track of the number of remaining flags for you. The first cell you click in will not be a mine, but generally there is no guarantee that any other cells will be safe—the point is to deduce where the mines are by comparing the numbers in the cells to the flags you have already placed on the grid. You can remove a flag by clicking on it; it will first turn into a question mark, and clicking it again will restore it to its pristine state. A cell with a question mark has no significance other than to remind you you are not sure what is in that cell.

Get the idea? good, then buy the disk, it is worth it just for this game alone.

PUZZBUCKET.

Before the days of computers and hand held video games, the school grounds used to be filled with the sound of swishing and clicking plastic. Dexterous hands would be pushing little sliding numbers around in a little frame, trying to get all the numbers in their correct sequence from 1 to 15.

I can recall we even used to oil them so that the numbers wouldn't stick as you were trying to 'beat' the kid next to you. Puzzbucket is a Ilgs version of that game, and I love it! In fact, I have beaten the top score that was already on the game, nyah nyah nyah!! It's fantastic, brings back a lot of memories. Bye the way, sorry, I haven't learnt to be humble when I beat a top score.

SHOVEIT.

Apart from being a common Australian expression of endearment usually extended to parking attendants and the like, is a well-presented Ilgs version of the Prodos.8 mind-teaser Sokoban.

The object is to push little apples into little holes until they are all neatly packed in to their appropriate corner. Then you get to advance to the next level.

The apparent simplicity of the game is deceptive, it can become quite addictive if you like a challenge. There is plenty of instructions 'on-line', and if your good enough, there is also a high score board for you to compete with other members of your family and friends. I don't know about you, but my kids always seem to beat me, think I'll cut off their allowance.

SPACE.WARRIOR

Space Warrior is a demo program only, I have extracted the scenario from the docs to give you an overview of what happens within the game. The documentation is, of course, more detailed. Incidentally, this form of 'protection' I feel will possibly become the 'norm' if irresponsible users continue to ignore the continual requests for shareware payments. Give the programmers a go, if you like and use a program (what ever it may be) SEND OFF THE CHEQUE! Now, back to the author of Space Warrior:

The game begins with the title screen and a program number. The program number is used to play above the beginner level. After the title screen you will be prompted for an access number. A number must be entered and return pressed. Then select the game level.

When shareware fee is sent also send the program number so an access number can be issued. The game will work in beginner level but will not play any other levels without an access number.

After selecting level your ship will start in a base, and you must navigate out, to the bottom of screen, by using the directional thrusters, touching sides will decrease shield and energy levels. Your mission now is to navigate a 15 X 15 grid which is filled with 4 types of aliens, plasma clouds, red giant stars and neutron stars.

Your mission is to destroy the aliens before they destroy your bases.

Don't forget this is share-ware. If you wish to play only level one then consider it free-ware. Otherwise please sent the \$5 shareware fee to Terry Burdett, 1765 Central Park Road, Belgrade, MT 59714 USA

GAMES.79 SolarianGS by David Tolson

Self Booting Disk. The Author explains that this game was originally written for the Macintosh computer by Ben Haller and after he played it at a friend's house, wanted it for the GS.

Well, that was a stroke of luck for us Ilgs owners, because this is a very enjoyable and addictive game. The high scores are saved in a high scores file which is automatically created, if none already exists, in the same directory as the game itself. If you wish to clear the high scores, simply delete the file.



The files must all be kept in the same folders as they currently are and must not be renamed with the one exception that you can rename the file "SolarianGS". However, if you do this, its icon will not appear.

Now, about the game.

SolarianGS is a space invaders type game, only more difficult. My son and I compete with each other to get the highest score, he's in front by the way. You start the game with three lives (space-ships) and that's all you get, there are no extra lives along the way, so be very careful.

Although you don't get extra lives, you do get bonuses during the game if you can hold off the constant attacks from diving space-ships, homing missiles and other nasties. David has been generous enough to supply us with a protective shield, but it has to be used prudently.

The bonuses come in the form of extra shield, twin guns, two levels of fast bullets and extra points and multipliers if you can also shoot two little doo-dads that appear on every level. The shields etc. come to you in the form of a parcel which is dropped by a satellite, helicopter, huge duck and a challenger space-craft.

The graphics are great, the sounds are fantastic (I pinched a few of them) and more importantly, it's great fun.

Full instructions are included with the game, and if you like it, you are obliged to pay a shareware fee. In the author's own words:

"Please note I am not doing this for my own profit but for the future of our children. Most of you will know that education has been going through hard times recently. One of the worst areas in the country is LA where increasing enrollment, decreasing funds from the state government and less teachers has meant the situation is getting worse.

PLEASE HELP! Send your shareware fees to the following address."

LAUSD Charnock Road School, 11133 Charnock Road, Los Angeles, Ca. 90034 ...It should go without saying, but unfortunately the lack of shareware fees that are paid force us to keep repeating... if you want these programmers to keep the gs alive, PAY THE SHAREWARE FEES.

GAMES.80

I remember only too well the 'shaky' transition from my faithful //e to the IIGs. The first thing I encountered was a whole new operating system, namely, GSOS. To say I felt like a duck out of water was an understatement, I felt like a duck that was well and truly plucked. One of the many mysteries of the GSOS, were little doowickies named Desk Accessories, it took me yonks to find out what they were, let alone install or access them.

After saying all that, here comes the good part. All the games and 'add-ons' on this disk are NDA's, or new desk accessories. The disk is self-booting, and to access them it is simply a matter of clicking on the little apple in the top left hand corner of the finder (or any desk-top application) and making the appropriate selection.

The NDA's installed on this disk in the */SYSTEM/DESK.ACCS folder are as follows:

BACKGAMMON

A game that is older than chess and very exciting. It is a \$10 shareware game by Bill Tudor 1220 Gerling Street, Schenectady NY 12308.

Unlike other backgammon NDA's, this one fills the whole screen and is very

easy to play. On-line help is provided for newcomers to this exciting game.

BUNNYNDA

Turns your cursor into a rabbit. A definite MUST for Easter.

COIN.FLIP

An NDA you can pull down when there's a decision to be made. A little coin does a back-flip and lands heads or tails.

FACENDA

An NDA which turns the cursor into a face.

FLIPNDA

Is an image of a little stick-man doing somersaults instead of a boring arrow.

IDLEND A

Provides a nifty screen-saver.

MINEHUNT

A freeware game of strategy by Nathan Mates. On-line help is available.

MULTITRIS

A great little Shareware game, again by Nathan Mates. Payment for the game is described in the on-line docs. His address is: 1525 NW, 195th #13 Seattle, WA, USA

This game is very interesting, it combines a number of features from various 'falling block' type games.

PACMAN

Yet another screen-saver, but this time with a little twist. A Pacman head rushes to and fro eating the desk-top.

PACMAN GAME

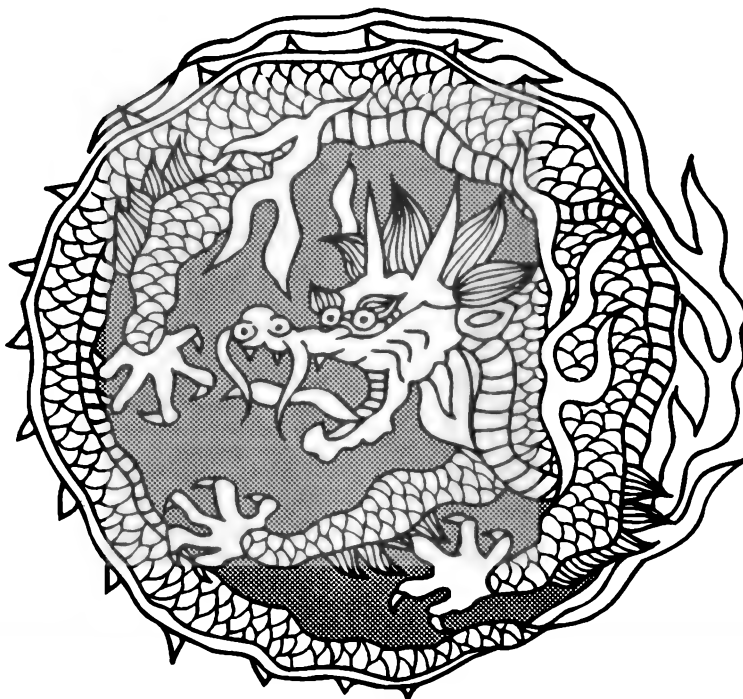
A difference. difference. This is the game itself. Just like the arcade game of the same name, it has many levels and increasing difficulty. Very interesting for the 'not too youthful eyesight' brigade.

POWERGRID

Yet again another by Nathan Mates. I'll beat this challenging game if it's the last thing I do, must admit I'm not having a great deal of luck to this point in time. Nathans request for shareware is quite interesting, read the docs and you'll see what I mean. Let's keep this guy happening, if you use his games, do the right thing.

SOLITAIRE

Another 'full-screen' NDA by Bill Tudor. The game is a \$10 shareware and worth every bit of it. If you like patience, you'll LOVE this version. On-line help for the newcomers to this ageless timepasser.



SPAMNDA

Changes the cursor into S-P-A-M.

GRAB.BAG.38

The diversity of the programs on this disk have to be seen to be appreciated. Michael put it together on New Year's Day and obviously had a terrible hangover. The folders (hic!) are as follows: MAKIN.COPY.INIT, OOW.INIT, PEDIGREE, QUIT.TO.CDA.2.02, RADE.DEMO, RATIONAL PERSON, ROUNDS, SNDPATCH4SYS6, SUICIDE PREVENT.

The following is an over-view of the contents of each folder:

MAKIN.COPY and OOW.INIT

Two spiffy little inits that will 'liven' up the desk-top environment. Both files can be copied to the System Setup folder of the System disk, and then you must reboot. Makin Copy will cause your gee ess to say just that, each time you copy a disk or files within the Finder.

The other init, oow, is great. When you click on an icon to launch it, you will hear "oooowwww" and watch in horror as the icon plummets to the bottom of the screen. Frightened the living daylights out of me first time round.

PEDIGREE

A program that will allow you to create a family tree. Reluctantly, I have to admit to being a bit slack with this item. Usually I have a good fiddle with each application before writing the review, but in this instance, it was a very quick fiddle. Because there are no docs as such within the folder I can't 'pinch' a few snippets to give you a little peek either. Time is running out, the deadline for the reviews draws nearer... onward and upward. (sorry, guess you'll have to buy the disk and have a fiddle.)

QUIT-TO

is a "program switcher" for the Apple IIs. It is a Classic Desk Accessory which allows you to jump directly from any application (either ProDOS 8 or GS/OS) to any other application (ProDOS 8 or GS/OS) without going back to the Finder (or other launcher). That is, it lets you "quit to" another application, rather than quitting to the Finder and launching the other application from there. Naturally, if you do much switching between applications, this will save you a lot of time. Quit-To is the first and ONLY universal program switcher for the IIs; Quit-To works with virtually ALL ProDOS 8 and GS/OS programs. Other IIs program switchers only work from within GS/OS desktop applications.

Quit-To is shareware. If you DO like Quit-To, and intend to use it, you are asked to send \$15.00. Quit-To is installed by copying it to your SYSTEM/DESK.ACCS folder, and rebooting. (Quit-To requires that you boot your system with GS/OS)

Quit-To gives you two different methods for selecting the program that will be launched when you quit from your current program, Selector mode and Run-List mode. When you use Quit-To for the first time, you will be in Selector mode.

It's likely that you have a few favorite applications that you use most of the time. With Quit-To's Run-List feature, you can create and access a list of these favorite programs. Rather than navigating through disks and folders to locate the application you want to quit to, you can simply select that application's title from the Run-List.

Quit-To is shareware. If you DO like Quit-To, and intend to use it, you are asked to send \$15.00

RADE

Real-time Applesoft Debugging Environment is indispensable in debugging your Applesoft programs on an Apple IIGS.

When bugs invade your BASIC programs, you'll want to reach for RADE by pressing Command-Control-Delete. This sequence halts any program to enter RADE's powerful debugging mode. From here you can explore a program's inner workings without disturbing memory of the screen display. With RADE's stealth-like features, bugs become an endangered species!

Rade has many features, and more are available in the RADE Demo program, however, they may be limited. For example, the breakpoint feature is available, but you can set only one breakpoint in the demo version. Such commands are marked with an asterisk (*) in RADE's help display (shown when you enter the? command). The demo also restricts you to 30 commands per session, at which point RADE will cease to operate. Order your personal copy of RADE from the Morgan Davis Group for just \$49.95 (plus \$5 for shipping/handling, and CA sales tax if applicable). You'll receive the official RADE diskette, a 50 page manual, and registration card that entitles you to our world-famous customersupport. Morgan Davis Group, 10079 Nuerto Lane, Rancho San Diego, CA 91977-7132 USA

THE RATIONAL PERSON

by Martin Sandry, Ph.D. and Kenneth Peiser, Ph.D. Registered Clinical Psychologists and Fellows of the Institute for Rational Emotive Therapy

Well, where do I start with a review for this program, I (sort of) completed the various tests within its structure, and now all I can do is just stare at the wall wondering where I went wrong. I think it all started when I was a child and I used to beat up my parents, you see, they owned a Mac (a very early model!) and they made me give my Apple Two the teacher every day... perhaps I'll give you a few snippets from the docs and you can draw your own conclusions.

Welcome to the world of THE RATIONAL PERSON! This emulation game is intended to give pleasure while at the same time teaching the player what sane, logical, realistic, rational thinking is like. In order to earn higher scores, you can learn from the mere playing of the game, or you could study rationality in any of the several sources listed in this manual. In any case, no matter what your approach may be, we hope that you enjoy the experience of matching wits with THE RATIONAL PERSON.

You are then asked to select the ADULT or the KIDS demo game to play.

And the computer will say something like: "Hello! I'd like to introduce myself to you. I am a relatively RATIONAL PERSON. I'm mostly happy, modestly achieving, fairly well respected in my community, and I have reasonably good personal relationships.

BUT, like everyone else, I run into my share of problems with life. The object of this game is to put yourself into my shoes. You score points by guessing or learning my feelings and thought proc-



esses as I experience a wide variety of wholly possible situations."

You are first presented with a statement of THE SITUATION within the highlighted box at the top of the screen. Following this, you are asked to select whether you want to see the THOUGHTS or the FEELINGS about this SITUATION first. Playing in THOUGHTS FIRST mode You will be asked to answer the question, WHAT WOULD I, THE RATIONAL PERSON, TELL MYSELF IN THIS SITUATION?

Following this are four possible thoughts about the situation. At this point you are expected to make believe that this is a real life situation which you are facing and to which you are reacting. You are also to make believe that you are the relatively sane, logical, realistic, rational person your computer now is programmed to emulate. If you choose the psychologically healthiest alternative (from a Rational-Emotive point of view) as your first choice, you earn 10 points. If you choose any of the other three possible responses, the banner which appears tells you so, and you are asked to make another selection. If you get it right on the second try, you earn 5 points. If not, you are presented with the (our) correct answer and no points are earned.

At this point, oh, yes, it's me, Bill (I think??) I believe if you a reasonably rational person, you will no doubt, have a general idea of the general direction this program takes. It is freeware, so you don't have to become irrational and do something like sending me a nasty letter for not doing a proper review. I have to go now, I've got the dog in the washing machine and the spin-dry cycle is almost over, so I better go hang her on the line.

R.SOUNDS

Three new rSounds you can copy to the sounds folder in your system directory. The files are called: FOOTBALL, NAPALM and CAR CRASH.

SNDPATCH4SYS6

This is to fix a problem in the System 6 sounds. Just launch it and it will automatically fix your System. I applied the patch, I don't know what it fixed, but I'm sure it did something cos it made my hard drive go 'whirr'. Sorry for getting technical, but that's another problem solved for 1993.

SUICIDE PREVENT.

This folder contains a number of Appleworks word processor files that cover the subject matter far more efficiently than I could hope to do with a cursory review. To give you a sample of the contents, I have extracted some details that will give you a brief outline of the docs:

The material provided on this disk is not intended to be a substitute for professional treatment. The care of qualified professionals should always be sought for individuals who may be suicidal.

Suicide prevention has four basic goals:

1. reduce the number of completed suicides
2. reduce the number of attempted suicides
3. reduce the degree and duration of the suffering of suicidal individuals
4. reduce the hardship and stigma suffered by relatives, friends and caregivers who survive a suicide victim.

One of the great myths of suicide is the belief that nothing can be done to prevent it. Reality is quite different. It is within our power to take literally hundreds of steps that will improve our response to suicide prevention and postvention situations. The focus of this program is on the initial encounter between a suicidal person and those who are in a position to provide him (or her) with assistance.

That was an extract from the file named: A.Introduction. There are a number of other files called:

A HANDBOOK FOR TEACHERS AND COUNSELORS.

THE SURVIVORS OF SUICIDE VICTIMS

SCHOOL AND SOCIAL SERVICE ORGANIZATIONS

SUICIDE POSTVENTION

A SUICIDE PREVENTION TALK

DEVELOPING REFERRAL SYSTEMS

HANDLING A CALL FROM A SUICIDAL PERSON

BIBLIOGRAPHY and more.

As you can see, the documentation covers just about every aspect of Suicide Prevention, and provides interesting reading.

GRAB.BAG.39

Here we have another clever bag of tricks assembled by our IIGS librarian, Michael 'lets just squeeze in another item' Levine. I'm sure he only does this to give me extra work with these reviews.

The folders on this disk are:

ACK.NDA, AIRFORCE.DEMO, BROM, DLPS, FINDER.rICONS, GRAPH.PAPER.GS, HFSLINK.V1, IIGS.INITS, JUMBO.DESK, MAHJONG.FLG.FRCH, and MEMORY.NDA. Also included on the disk is an interesting picture that when viewed, will show you how to use a Macintosh computer as a toilet accessory.

ACK.NDA.

A cute little nda that when accessed, shows an orange tabby-cat sticking out his tongue and saying 'ACK'. No gs should be without this useful accessory.

AIR.FORCE.DEMO

An interesting demo written by an intellectual gentleman with the name of Lizard and brought to you by the GS Underground.

As the docs warn you, don't have anything of value in the Ram when you run this demo, cos sure as hell it won't be there when you get back to the finder. (I didn't read the docs and found out the HARD way... be warned!)

The document file is as entertaining as the demo, and is well worth a read if you would like to have some 'insight' into the workings of an intellectual mind.

BROM

This utility when used, prevents some games and utilities changing the Brom settings to what they think should be the optimum settings. For example, Columns-GS changes the repeat rate of the keyboard, Paintworks Gold changes the speed of the cursor, etc., etc. In fact, as the docs point out, some French games even change the keyboard layout/translation to weird things.

You can either apply the patch by running the BROM.P8 program, or you can copy the file BROM.INIT into the */system/system.setup folder. The latter method



will run the patch each time GS/OS is booted.

DLPS

This program allows the Apple IIgs to download any postscript file to a postscript printer.

FINDER.riCONS

Documentation in this folder tells you how to replace the boring standard desk-top icons with the ones provided in this directory. Make sure you follow the directions carefully if you are unfamiliar with the set up of you icons.

GRAPH.PAPER.GS

This program was produced by Airship Software, Copyright (c) 1991, John L. Graham, 2254 Candlewood Drive, Kettering, Ohio 45419. The program documentation is rather large, and because I didn't actually run the program, again, due to time limitations, I have reproduced the introduction from the folder to give you an overview of its function. Over to John:

"Welcome to Graph Paper GS! In my job as a research engineer I often have sets of data points that I'd either like to fit with an equation, or just plot to see what they look like on a graph. In the past I used a little AppleSoft BASIC program I wrote that would take a set of x/y data pairs and automatically apply a set of relatively simple curve fits (e.g., linear, logarithmic, exponential, etc.) and select the best fit based on the best correlation coefficient. Then, just to be sure the selected equation really fit the data well, it would generate a simple graph of the data along with the line. Graph Paper GS is a vastly improved version of this handy little utility that takes advantage of the Apple II/III's graphics, toolbox, and easy to use graphical interface."

Graph Paper GS requires a ROM 01 GS with at least 1.25 Mb (i.e. with a 1 Mb memory expansion) or a ROM 03 GS. Graph Paper GS also requires at least one 3.5" drive, though a second disk drive (5.25" or 3.5") is recommended for data storage. Graph Paper GS may be run on a smaller system if a minimal system disk is used along with a program launcher in lieu of the Finder.

Perhaps someone would like to provide us with a review of the program in the next newsletter. (just a thought..)

GSHK.V1.1.SEA.

For those of you unfamiliar with Shrink programs, an extensive documentation file within this folder will enlighten you. This program is an invaluable item if you own a GS, it was written by Andy Nichols. GSHK v1.1 can create self-extracting archives (SEA). SEA files are 12K larger than regular archives and can ONLY be extracted on a IIgs (ie, DO NOT give SEA files to people with IIfx's or IIfx's because SEA files are GS/OS applications: S16 files).

GSHK v1.1 is now approximately 25-30% faster compressing than GSHK v1.0.6. This is entirely due to the ideas of Andy McFadden.

HFS.LINK.V1

This folder contains a program called HFSLink and some supporting programs which are explained in the docs. I did not 'road test' this utility because the deadline for reviews was approaching rapidly. I have extracted some pertinent details from the documentation for your info, it should give you a broad idea of what facilities it offers.

HFSLink "links" the Macintosh and Apple II: it copies files from a Macintosh HFS volume into ProDOS files: one for the data fork and one for the resource fork (Copying of the Resource fork is OFF by default unless activated by the user). Multiple file selection and hierarchical directory conversion are supported. It will not alter files — it will not change word processing formats, nor will it "translate" programs to run on the Apple II. It's a file copier.

To use HFSLink you need at least a //e, and an 80-column card. It should be emphasized that copying a Macintosh program to an Apple DOES NOT MEAN that the Apple can run it. Let me say that again. No "translation" into Apple II-speak is performed at all.

The HFSLink.pref program will allow you to change the default filetype options, such as Convert Data Fork, Override for creator pdos, etc. The unmodified HFSLink is set to convert Data, with default TXT, and not convert Resource. This can be changed on the fly within the program, or more permanently with this program. It will save a modified version of HFSLink (called "HFSLINK.MOD"), with the new options written in it.

This program will also allow you to change the default filetype mnemonics recognized by HFSLink. If any of this is un-

clear, just run the HFSLink.Pref program; it's all explained pretty well in there.

There is also a program called HFSLink.HDMod. It's function is to provide greater support for hard drive reading.

Does all that make sense to you? Good, now you can buy the disk and read the docs and perhaps even do a more comprehensive preview for next month's newsletter. Any takers?

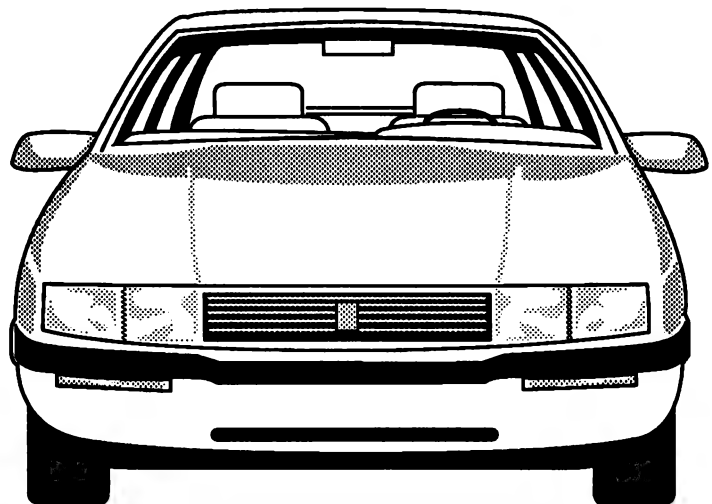
SKULL.CURSOR.

is the first of these inits. It was written by that well known writer of Apple II programs, Karl Bunker. The comments he has made on the disk are as follows: "I reckon that if the Apple II is 'dead' — as many have long been telling us it is — then we IIgs users should all start using a mouse cursor that's appropriate to a 'dead' computer. Just copy Skull.Cursor to your SYSTEM/SYSTEM.SETUP folder and reboot, and your mouse cursor will become a death's head. The little bump on the top of the skull is the 'hot spot' of the cursor. Skull.Cursor is freeware."

I don't know what you think, but I love a good sense of humour, my IIgs now 'sports' a skull cursor.

TWO.BORDERS

is the other init. As you've no doubt noticed, the IIgs has two very different display modes: text mode and graphics mode. These two forms of display are completely dissimilar and separate, except for one item: The "border" color of the display remains the same when you switch between text and graphics modes. Ideally, the IIgs should have TWO border colors; one for text mode and one for graphics mode. When one switches between text and graphics modes, the border should change its color automati-



cally. By installing Two.Borders on your system, this ideal can be realized.

Two.Borders is installed by copying it to your SYSTEM/SYSTEM.SETUP folder, and re-booting. The first time you boot your IIgs after installing Two.Borders, you will probably find that, about half way through the boot process, your border color changes (probably to black). This is normal; don't panic. When the boot is complete, go to the Control Panel and reset your border color to whatever you would like your graphics-mode border to be. Next, launch some text-based program, such as AppleWorks Classic. Go to the Control Panel again. (You'll have to use the text-based CDA Control Panel, of course.) Set the border color to whatever you would like for your text mode border color. That's it; you're all set! TwoBorders is freeware.

JUMBO.DESK.

This NDA was produced by Jason Simmons, and he welcomes comments on this amazing little utility. Jumbo.Desk expands your desktop and lets you easily manage large numbers of windows. Simply move your mouse to an edge of the screen, and your desktop will scroll in the appropriate direction. To deactivate JumboDesk, select it from the Apple menu and uncheck the "Active" box in the JumboDesk window. If a program which saves the location of its windows (such as the Finder or Control Panels) is quit while some windows are offscreen, those windows may be saved in that location and may not appear on the desktop when they are reopened. However, you will still be able to access these windows by scrolling the desktop.

MAHJONG.FLG.FRCH.

Contains another two tile-sets for that popular game, Mahjongg. Their names are 'Flag' and 'French', all you have to

do is copy them to the existing tile-sets folder in your Mahjongg directory.

MEMORY.NDA

Is a new desk accessory which provides you with a dialogue box filled with all the relevant memory information on the current state of your IIgs.

WP.03

Here is an disk with a difference, it is self-booting, with the many faceted launcher and utilities program, Sneeze. But first, a word from our sponsor...

GENIE FIGHTS TO PRESERVE CLASSIC APPLE II SOFTWARE

General Electric Information Service (GENie) is preserving discontinued commercial Apple II software by persuading authors to allow archiving of their programs and by re-releasing some programs as Shareware or Freeware, or arranging for software to be placed in the Public Domain.

GENie's Lost Classics project will make copies of participating Apple II software available in GENie's A2 Roundtable and release source codes in the A2Pro Roundtable for preservation and updating purposes. Dean Esmay, GENie's Apple II Roundtable manager said, "The Apple II's effect on modern computing has changed the way an entire generation thinks and acts. We are not about to let that pass into oblivion."

The following are the primary goals of this effort: Find and preserve Classic Apple II software including source code, whenever possible, in order to prevent inadvertent loss due to accident or misplacement. These will be stored as electronically compressed archives on optical disk cartridges. Provide access to commercial software titles which have otherwise become unavailable.

Provide a center for dated software in need of updating to remain compatible with modern Apple II hardware and

system software. This may include contracting with third-party programmers. GENie seeks to enlist the help of both the Apple II user and programmer communities in locating copyright owners and helping to preserve Apple II Lost Classics. For further information, modem users may visit the A2 Roundtable on GENie or send GENie E-mail to A2.HELP.

A2 is the Apple II Users Roundtable on GENie and A2Pro is GENie's Apple II Programmers and Developers Roundtable. Shareware, Freeware and Public Domain software may be freely copied by the public. These have become popular alternatives to traditional software publishing. In the case of Shareware, a user is honor-bound to mail a specified payment to the author should the customer continue using it after a free trial period.

... well there you have it, great concept isn't it? Now onto the files, the first is of course..

APPLEWRITER.2

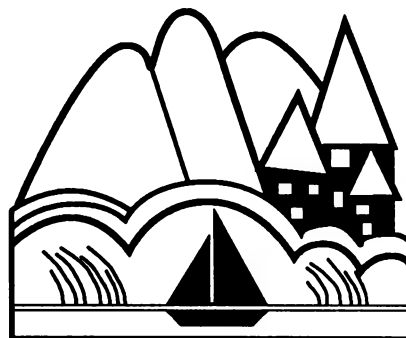
The disk which is self booting, contains the old classic word processor, AppleWriter 2, which has just been released to the public domain in recent months. The Apple II group presented very detailed articles in the last two Newsletters, on the features of this word processor. I think there is enough info in the last two newsletters about this very capable word processor, without me going over the same territory yet again. For new members who wish to find out more about AppleWriter 2 and do not have the previous months mags, try asking someone on the desk at the meeting, I'm sure you can get a 'lend' from some kindly member.

CATALOG.PD

Is NOT the name of a new police show, it is in fact a complete list of the disks available in the public domain. My suggestion is to do a print out of the info, go and buy a yellow hi-lighter pen, mark all the games, utilities, etc., go to the bank and get a loan, and spend a few hundred dollars at Michael Levine's library table at the next meeting. Ausom will benefit from the sales, which will in turn come back to all the members, and Michael will feel warm and bubbly all over.



Macintosh Disk Library



AUSOM 92.64



DeskTop Textures Vol 2
More Desktop patterns. Colour Macs only.



QuickTimeVCR 3.5
The QuickTime VCR is a simple QuickTime Movie Player.



BijouPlay 1.0b1
QuickTime movie player.

AUSOM 93.01



RapMaster
Rap music generating software. Scratch sounds, beatbox and many special effects. Requires LC and up for multichannel sound. Freeware. Distributed as a self extracting archive requiring 900K to decompress.

AUSOM 93.02



BBEdit 2.2
Bugfix update of this very nice and full featured text editor. Includes GREP, printing, multiple files open at once, multiple file searching, automatic indentation, and parenthesis and bracket balancing for programmers. Freeware. It includes a word count extension.



Multi Find-Replace FKEY
Multi Find-Replace is an FKEY that performs a succession of "Find and Replace" on the text of the current clipboard.



Text Capture FKEY
Text Capture FKEY is intended to capture styled text from the front window and put it on the clipboard.

AUSOM 93.03



Key Tools 1.01
A collection of useful functions that may be performed by typing a special key sequence. Functions include: Button Keys (operate dialogs from the keyboard), Type Date, Type Time, and Echo (retypes everything you typed since the last mouse click). ShareWare \$US15.



MacLibrarian 1.5.4
A complete disk management program. You can create and save catalogs listing disks contents, and also print labels for those disks (on both ImageWriters and LaserWriters).

AUSOM 93.04



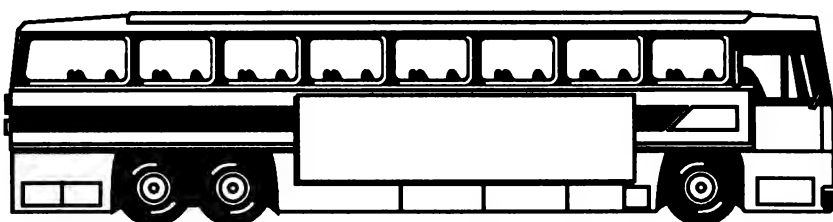
Finder Info 1.1.1
Finder Info is an easy to use Macintosh application for modifying a document's Finder information (type, creator and Finder flags). If you don't understand what this information is, then Finder Info probably isn't for you. On the other hand, if you are acquainted with this information, then you will like Finder Info as it offers an easy way to change any file's Finder information. Freeware.



Serial of Champions
Serial of Champions watches your serial ports when you are using communications applications and tells you how your communications time is being spent. It can tell you how much time was spent waiting on responses from the remote computer, how much time was spent waiting on your Macintosh (or you), how much time was actually spent sending data and receiving data.



Stuffit Converter 3.02
Utility for Stuffit file compression software. Converts AppleLink files, Compact Pro files and older Stuffit formats to Stuffit 3.0 compressed file format.





Termy 2.0

Termy is a terminal emulation application and more that utilizes the Macintosh Communications Toolbox (CTB). The CTB allows Termy to be written for a single communications standard, and then used for any and all extensions written by other developers.



Text Press

Converts TeachText files between editable text files and the locked TeachText format.



Zipple 1.4

Zipple is an extension and Control Panel which places an animated image of your choice over the title of the Apple, Balloon Help, or Application menu (in color if you have a color screen).

AUSOM 93.05



AppDisk 1.6

A ramdisk application that lets you use part of your RAM as a fast disk drive, without restarting your Mac as most RAM disks do. Requires System 7, and is 32 bit clean. It also has the ability to save the contents of the RAM disk before you shut down.



Auspice 2.5

A simple calendar reminder program. Use the application program to record reminders. The INIT will remind you of the appointments when your Mac boots. Enter reminders which are date oriented (not time oriented). This utility has had good reports in MacNews and has been recommended to me by two or three AUSOM Members.

**There is a New
ASUOM Education
series—see next page**



Blank 1.2

Blank simply blanks your screen. Sometimes you and your monitor need a break from cute critters and swirling lines. Blank is also appropriate for machines which do not have time to animate screen savers, such as file servers. You may choose the color Blank uses to blank the screen. Black is the default color. White works well on LCD screens.



ButtonPad 1.92

A replacement for Apple's Notepad DA. Define up to 16 buttons to access notepad files quickly. Includes search and replace, auto-dialing and text manipulation when importing data.



Default Application

Default Application is a utility for configuring Finder 7.0's choice of the application to launch for documents whose creators can't be found.



Dialog View 1.0

Dialog View (formerly List Font) is a control panel that allows you to change the font and size used in directory dialog file lists, and display the real icons of files in such lists. It requires System 7. If you use it together with the Open-wide program, you will be able to use larger fonts without cramping the list.



Digit 1.0.2

Displays a digit in the menu bar indicating how many applications are open.



DoubleScroll 1.1.4

This CDev will add double scroll buttons to both ends of the the scroll bar, so that you don't have to move the mouse to one end of the scroll bar or the other to scroll in a certain direction. Shareware US\$7.



Formatter 1.1

Utility for erasing floppy disks.



INIT Tracker 1.3

Designed for developers, this INIT will list pertinent information about the INITs currently installed in order to track down possible conflicts among them.



MenuChoice 1.4

A replacement for Apple's Notepad DA. Define up to 16 buttons to access notepad files quickly. Includes search and replace, auto-dialing and text manipulation when importing data.



System 7 Companion Pack 1.1

Collection of System 7 utilities including a QuickFinder, Alias handling utilities and an improved find command.

Games 17 - 21 AUSOM

See separate review following this article.

AUSOM Games 22



Darkwood 1.2

Role playing adventure game. OK on B&W SE but in colour on colour Macs. Original versions of this game required FPU and would crash on 68000 Macs—these bugs have been fixed. Shareware \$US10.



Klondike 5.1

Solitaire card game. OK on B&W SE. Plays in brilliant colour if available. Shareware — send a few dollars.

**See article "Graphics"
for details of images in
this Newsletter**



QuoVadis

Shapes puzzle game. OK on B&W SE. Black and White game. Free.

Games•23 AUSOM



Maelstrom 1.01

Requires 256 colour Mac. For a \$15.00 shareware fee the you will be transported into the Maelstrom. Here you will face danger at every turn. Deadly meteors will fly at you from all sides, indestructible balls will try and drain your shields and just when you thought escape was in reach the deadly Shenobi fighter will take you on, one-on-one. All you have to protect you are your shields, wits and, hopefully, razor sharp reflexes. By Andrew Welch.



Pierkiroul 2.0.0

Arcade game. The player controls a man who has to collect a certain number of pieces of gold to open the exit and go to the next level. He must also get rid of monsters and boulders which block his way. Requires 6.0.7 or later. Freeware. Works in B & W or colour and requires System 7 for sound.

AUSOM Fonts•21

TrueType versions of the following fonts:



Author

BalletEngraved, Bellerose, CarolesChunk, Caveman, Flintstone TrueType, Groening, Hilversum, Kashmir Release



LitGid

Mazam, Prisma TrueType, RoodCAPS



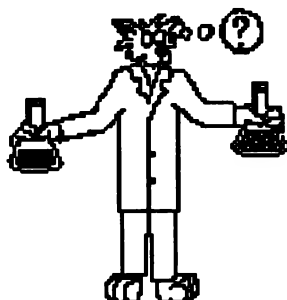
SmileyFace

ToulouseLautrec, UltraBlack, Wiltonian TrueType

HyperScience•18



These new additions to the HyperScience set may be just in time for teachers to look at them before school starts. If someone would like to review them for the Newsletter I am sure other teachers would be grateful.



The same "Chem Cat" as was described last month for HyperScience•17, takes students through basic principles of each topic.

Chemical Kinetics (HyperChem)
Chemistry Tutorial module. Year 12 to 1st year University level.

Bio ESS

This HyperCard 2.1 stack (which is freeware) was created as a demonstration of computer simulations in the field of biology.

HyperScience•19

Chem. Equilibrium (HyperChem)
Chemistry Tutorial module. Year 12 to 1st year University level.

HyperScience•20

MoleConcepts (HyperChem)
Chemistry Tutorial module. Year 12 to 1st year University level.

Todd's IU ChemInv 2.21
Chemical inventory system.

Science•27



Julia's Dream 1.07r
Fractal pattern generator. Colour Macs only



SuperMandelZoom 1.06
SuperMandelZoom draws the mathematical entity known as the Mandelbrot set, a complex fractal. This program is written in assembler, and is faster than any other similar programs. Works on B&W Macs as well as Colour Macs,



Mandella 7.0b1
Fractal generating program. Colour Macs only

Science•28



ChemDraw Demo 2.13
Demo of this commercial chemical structure drawing program. No saving or printing.

Science•29



Probability Calc 1.02
Allows the user to calculate the probability of obtaining a value from a Normal, Students t, Chi-Square, F, or binomial distribution. Shareware \$US5.



Real Answer 1.0
General purpose mathematical tool



SciCalc 1.2
Scientific calculator. Shareware \$US10.



1-D explorer
Function plotting program. Shareware \$US5 - \$10.

**The teacher has to inspire, to agitate.
(Just for your amusement)
[John Keating]**



MathPad 1.56

MathPad is a general purpose scientific calculator that uses text input rather than a graphic simulation of a hand held calculator.

AUSOM Art•16

JPEG utilities: More utilities for viewing and manipulating GIF images.



JPEGView 2.0

JPEG image viewer. JPEG is a compression scheme for color images which greatly reduces the amount of disk space they occupy. This free utility allows you to view the compressed files. Some JPEG compressed images provided. Colour macs only.

PictureDecomPress 2.0.1

Decompresses JPEG compressed color images.

AUSOM Art•17

PC <> Mac utilities: More utilities for viewing and manipulating GIF images.



Imagery 1.8

Converts a wide range of PC graphics formats to formats suitable for the Mac graphics programs.

Mac CGM Converter 1.8

Converts between the PICT format (Mac graphics programs) and the Computer Graphics Metafile (PC graphics programs).

AUSOM Art•18

This disk contains PICT images suitable for manipulation in applications such as MacDraw. Categories include Cartoons, Letters, Logos etc, Mac Things, Maps, Transportation, Trees and Flowers. If you would like to learn a little more about MacDraw you might consider examining these files to see how they were produced. Some include hints and tips of their possible use and most will have been 'Grouped' so you need to select "Ungroup" before you will be able to alter individual parts of the graphics.

AUSOM Art 19-21 will include the EPS images created for this Newsletter

Ausom Updates•05

This latest disk contains Updates for the following commercially produced applications:

After Dark 2.0w Updater
Igor 1.24 to 1.26 Updater and
Now Utilities 401 Update which includes updates to the following modules:
Now Profile -> 4.0.1
Now Scrapbook -> 4.0.1
Now Toolbox -> 4.0.1
NowMenus -> 4.0.1
NowSave -> 4.0.1
Startup Manager -> 4.0.1
Super Boomerang -> 4.0.1

AUSOM Education Series

The AUSOM Education Series was commenced on the recommendation from the Education SIG. Members of that SIG believe that the education disks would be of more value to members if the applications were grouped together so that those suitable for certain ages and stages were kept together. With this in mind Education•01 and Education•01a contain applications recommended by the SIG to be suitable for Pre-school and early school age children. 02 and 02a are suitable for primary and Education 03 is suitable for secondary students. These disks contains applications that in the opinion of the SIG are the BEST available for these groupings and they contain both standard applications and Hypercard stacks.

AUSOM Education•01

Suitable for pre-school children and contains the following applications.

AlphaTalk
Kid Pix
NumberTalk
Teaching to Read
Where is My Triangular Hat?

AUSOM Education•01a

Suitable for pre-school children and contains the following applications.

A,B,C's
Inigo Gets Out
Inigo Takes a Bath
Natalia's Dots copy
ShapeArt copy



AUSOM Education•02

Suitable for primary school aged children and contains the following applications.

Flash Cards 1.2A
HangMan Plus 2.0
Kid Pix
Laura's Letters
Mad Math Minute 2.0
Math Drill
Memory 2.0
Story Machine
Time for Heather

AUSOM Education•02a

Suitable for primary school aged children and contains the following applications.

Blob Manager Demo
Code for Kids
Diploma Mill
FlashCard Files
Monster +
Spelling Stack
Your Faithful Camel

AUSOM Education•03

Suitable for secondary school aged children and contains the following applications.

3DMoles
FlashCard Files
GraphToolz 1.19c
Gravitation_Ltd 4_0
Katakana
SaveAll
TempConvert Folder
Typing Helper
Water
Wave Maker

BCS 254



ARAClient v1.02

This CDev works with and adds additional features to Apple's Appletalk Remote Access. It adds value to ARA by adding a few features that save time, keystrokes, and RAM. Shareware \$US20.



Birdseye 1.1

This program will place a small bird on the screen, whose eyes will follow your Mac's mouse around the screen. Useful if you have many and/or large monitors.



Calculation 5.1

Yet another solitaire card game, from the author of Canfield, Klondike, and Golf. Shareware "Send a fw dollars".



DEL Key 1.01

This program will make the del key on extended keyboards ([X >) work as forward backspace (i.e. delete the character to the right of the cursor). You can disable this feature in individual programs. Shareware, send a postcard.



DepthMaster v1.0

This CDev watches which applications are launched and which application is currently active and sets the monitors bit depth and sound level as previously specified. It also includes a pop-up menu. Requires system 7 or later and colour. Australian author. Shareware \$20.



IntCalc 1.1

An integer-oriented RPN calculator, but also includes floating point operations as well. It also includes many functions useful for programmers, including binary, hex, octal, decimal and ascii conversions.



Menstat 10.b1

This program is a menstrual cycle planner. It takes existing cycle information and applies linear regression and poisson analysis to predict future cycles.



NewsClocks 3.0

This program shows the time on analog clocks in eight different locations around the world.



Otello 2.0

A coloured version of the board game of Othello. Play against the Mac or another person. Flip the computer's pieces to your own color, the object is to end up with more of your pieces on the board. Send a postcard. Notes supplied are not readable.



PowerBreak 1.0

Install this program and you will be able to drop into the debugger on PowerBooks by using the control-escape key sequence. Free.



ShowShare 1.0.0

This program supplements System 7's file sharing by showing you the current status of file sharing, display current users, and control the various functions of system 7 file sharing.



Kermit Tool GH 1.0

This is a file transfer tool for the Communication Toolbox. Once installed in your system folder, this module will allow you to use the Kermit file transfer protocol in any program that is compatible.



List Font 0.92

This program lets you change the font type and size used in the standard open file dialog boxes. You can also have the file icons displayed along with the file names. Compatible with Boomerang.



MoonPhaser 1.011

This program shows the current phase of the moon, for today or any day that you choose.



OverlayText 1.0

A System drag and drop utility which will turn any text file into a stand-alone double-clickable application. Any one will be able to read the text file without any additional word processor or text editor.



Point2Point 2.0.1

A measurement unit conversion utility, which will convert between computer points and traditional real-world points. It can also convert between computer and traditional picas, inches, and centimeter



Pre Version 1.1.1

A utility which will maintain a history, or audit trail, of your documents for you, automatically. You can specify which documents to keep past versions for.



Drag'in 1.4.1

Once you install this program, when you move and drag a window, instead of just the window's outline moving, the entire window and its contents will move.

System Disks up to 7.01 are available from the Mac Library but NOT System 7.1

Hypercard 2.1 is also available \$10 for two disks



Critical Mass 1.0

A board game which you must remove your opponent (the computer) from the board by placing bombs on squares, forcing the squares to blow up and distribute the bombs to adjoining squares.

Dr. Macinto 2.5c

See AUSOM Games 20



Du-UH! 1.0

This INIT, once installed, will eliminate the annoying "You have changed printers, please select page setup in your current applications" message.



FastFinder

Add this resource to System 7.0 Finder (also for 7.0.1) to add several enhancements to Finder (using ResEdit), including faster file copying, more map entries (where files are mapped to applications) etc.



Font Clerk 4.0

A utility for analyzing and reporting on all the fonts installed in your system. It can also convert TrueType formats between Macintosh and Microsoft Windows formats.



SF Desktop Windows 1.0b3

A System 7.0 extension that will allow open windows to be seen when viewing the desktop from any of the standard file dialogs.



SmartLaunch 1.0.2

A simple program which when run, will present you with a dialog with a sorted, scrollable list of all the applications found on your mounted volumes, from which you can select one program to run.



SpeedyFinder 7 1.5.3

This program will add many features to the Finder without actually changing it in any way. Features included faster copying, eliminating zoom rectangles, adding a quit command to the Finder etc.



TEXT<->ttr0

A System 7 drag and drop utility which will convert TeachText files between the TEXT and ttr0 formats.

BCS 257



File Sharing Toggle

A System 7 program that you can run and quickly turn file sharing on or off.



InstallerSpy 0.31

This program will decompile scripts for Apple's Installer program, versions 3.1 through 3.3. The decompiled output is played in a text file, but is not backwardly compatible with Rez.



MacLoad 1.3

This program will graphically show you how busy your computer is at any given time. Works best when run in the background under MultiFinder.



Script Gen 2.0.1

This program provides a point and click interface to create scripts for use with Apple's Installer program. This is a self-extracting file and requires about 850k.



Tell-Me 1.0

A replacement for Apple's NotePad desk accessory. Features include a voice annotation feature (using the Microphone sup-

plied on newer Macs), AppleEvents, and different fonts, styles, and sizes.



Volts 1.1.1

This program digitally shows the voltage of the Powerbook's batteries, and indirectly, the amount of power left in the batteries.



Zipple 1.0

A CDev which places an animated image of your choice over the apple icon on the menu bar. Sample images are included, and you can also use the program to create your own images.

BCS 258



Airport QuickStart 1.0.1

Use this CDev to help you get through airport security very quickly. When showing security that the PowerBook is really a computer, hold down a key when booting, and instantly a fake spreadsheet appears.



Edison 1.0b

A program for PowerBook users which shows such things as battery voltage, CPU speed, AC adaptor state (i.e. whether it is connected), and charge state.



Mac Avenger 0.1b

A color arcade game for Mac II's. You must destroy the evil robots while rescuing the humans. Similar to the popular robot arcade game of the early 1980's. Very nicely done, and has very fast animation.



Powerless 1.0b1

Use this program to schedule unattended, automatic shutdowns. For example, after a unattended backup is finished you can have this program shut down the Mac.



UltraGrabber

This is an FKEY for grabbing a rectangular area of the Mac's screen into the Clipboard as a PICT graphic. It can grab an arbitrary area you drag out, or specific sizes that you specify in advance.



Zone Ranger 0.9.0b

This program provides detailed information about each heap zone that is currently active on the Macintosh. This information includes both the counts and total sizes of the free blocks, pointers etc.

BCS 259



Bar Pattern 1.02

Use this CDev to change the pattern of the Mac's menu bar from white to whatever you choose.



Cl ck 1.0

A simple clock meant to be run as an application in the background under System 7. Displays the time in a digital form like a LCD wristwatch.



Extension Kit 1.1

An extension/INIT manager for System 7. Allows you to define up to 10 "kits" of extensions which can be turned off and on at startup time.



InBasket Notifier 1.1

This CDev will notify you (by flashing the Apple menu icon) whenever a file appears in a specified folder on your hard disk. Used in combination with System 7, it will make a very simple mail system.



LaterLaser 1.0b1

To be used with the Print Monitor to delay printing of a document until a LaserWriter is actually connected. This is most useful on PowerBooks because you can spool (print) a file when a printer is not connected.



ProcessWatcher 1.1

For System 7; displays all running processes.



SpotsDA

A screen saver desk accessory which will show spotlights on the screen similar to the After Dark spotlight module but with more variation and smoother graphics.



ToggleAT 3.0

Use this FKEY to turn AppleTalk off and without having to go to the Chooser. This is mainly for use on PowerBooks for turning AppleTalk off on a PowerBook when it is not connected to a network.

BCS 260



Chesapeake

A chess game analysis program which lets you watch and analyze the moves of chess games. Several sample games are included from the Fischer-Spassky rematch. Shareware \$US20.



Praxis 1.5.1

A space arcade game in which you have two ships connected by a line and which spin around each other. Destroy your enemy by hitting them with the line.



PrefsCleaner 1.0

Use this program to search your system folder for preference files whose corresponding application no longer exists on your hard disk. You can then use the program to remove the "orphan" preference files.



Sample Editor

Allows you to edit and manipulate sampled sound on the Macintosh that are in the AIFF or 'snd' format. You can record direct from a connected microphone, and apply transformations such as fade, etc.

✖



Sundial 1.0

Provides information on the sun, including azimuth, declination, sunrise, and sunset. You can specify the location by city name or enter in your own longitude and latitude.



TFC 1.8.4

Use to consolidate and merge together many text files into one. You can also remove multiple spaces and strip hard carriage returns.



From BCS Art N

Most of the mistakes in thinking are inadequacies of perception rather than mistakes of logic.
[Stella Adler, a leading exponent of method acting and teaching]



Background Fatigue

This system extension randomizes the desktop pattern by selecting one of the default desktop patterns every time you startup your Macintosh.



Before Dark 1.0.2

This application installs pixel patterns as the desktop background so you don't have to use ResEdit to create larger patterns than the General CDev allows. The patterns can be up to 128 x 128 in size.



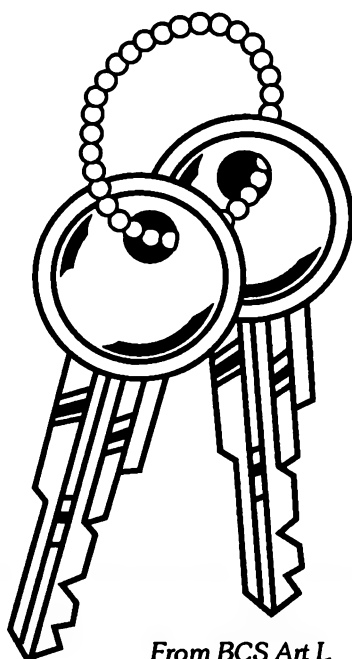
Burbank 1.1

This program will show the time in four different places around the world (which you can specify) on either digital or analog clocks. The clock that shows the time in Burbank will never be correct.



DeSEA 1.4

This program will take self-extracting files and turn them into data files by removing the self-extracting code resources and changing the file type if necessary. This will decrease the size of the file.



From BCS Art L



SmartFolder 1.1

For system 7, shows the number of files and folders within a folder by placing a number on the folder icon in the Finder.



SpaceInvader! 1.02

A fast action "shoot em up" type game which requires color. Similar (but not the same as) the arcade game of many years ago. You must destroy the aliens as they approach you from above.

BCS 262

There was very little documentation on this disk and time prohibited me from investigating further.



ANSI Dvorak



Caps Lock Notify



Caps Lock Off



ColorTTT

A games of Tic Tac Toe in colour.



DW Hinted Recycle EPS

Design Works clip art. Shareware, if you use it send a copy of the publication. There are 6 images of the recycle symbol included on this disk.



Handicap.EPS

EPS file of the 'disabled' symbol.



InfoMAN 1.01

InfoMAN is a utility that reports information on the Macintosh it is being run on for example, how much RAM is available etc.



Mother Goose EPS

A collection of 26 EPS images of fancy fonts. The letter A is shown as a sample.

Mac Library News

While other have been on Holidays James Mitchell who created October and November on the BBS has been working in New Zealand. There will be no Dec/Jan on the BBS disks but these popular disks will be available from the end of February and for following months.

The four holiday special disks were very popular and I have heard from one member that his 'home produced' Christmas cards were well received.

Apple //GS

Owners of this computer who are able to read Mac disks may be interested in the GIF images on some of the AUSOM Art disks and the True Type fonts. Booklets and printed catalogues showing the images and fonts are available at the Saturday meetings and the AUSOM Art and Font booklet may be purchased for \$5

Thank You Eva

A special thank you to Eva Eden who allowed me to take up a large portion of two days in her home while we laser printed this magazine. The exercise was made particularly enjoyable as each time I had a problem we were able to discuss alternative ways of solving it but more importantly Eva was generally able to find some reference in a book that helped further clarified the situation.

Thank you, too to all the Mac Library helpers without you this large collection would not be available to all members.



Mac Games

The following reviews have been supplied by Tony Peck (with some help from the family, I'm sure). Tony has a Mac LC with 12" monitor and is particularly interested in games that will work satisfactorily with his computer set-up. Where he has mentioned a difficulty I have tested the game on my ILCi with 13" monitor [comments added]. We have also tried to note where the game may still be able to be played in B&W or on a MacPlus. I am most grateful for Tony's help and I am sure members with LCs will be too—it will mean that you can now purchase games and be sure they will operate on your computer. —Editor

AUSOM Games 17

5 Stix 1.32 R

Attempt to match a pattern on one of the cards dealt to you by moving one of five sticks on the screen. Win by using most, or all of your cards. This is a demo, but seems to be fully functional. Basic colour, with instructions for a few variations. Provided as a Self Extracting Archive (SEA). Shareware \$US15.



Achi 1.0

A simple B&W Tic Tac Toe type of game with simple graphics, with the variation that if there is no winner you can go on moving pieces after all tokens are down. Claims to be 32 bit clean. Macintosh is used if installed in the system folder but this did not seem to function on an LCII with Macintosh. Free.



Hexmines 1.0

Another game where you have to find the safe path through a minefield without exploding. It is a simple colour game which claims to work on B&W machines. Freeware.



Tangram 3.1C

A good looking demonstration version of a game based on an Oriental toy in which you have seven different shaped pieces and need to arrange them to make a particular shape. Some functions such as help and editing are disabled until you pay the \$US18 Shareware fee.



Bezique 1.0

Gin Rummy card game, in B&W and has extensive documentation. It is written by the same author as Achi and is also free.

AUSOM Games 18

[Please note two games on this disk require a 13" screen]



Glypha II 1.0

Unable to open this game as it requires a 640 - 480 monitor.

[The games also needs the monitor set to 16 colours. You "run" or "fly" on a bird like creature through various levels. Collision with other bird like creatures quickly turned my poor bird into a skeleton and a pile of bones until I found that to kill these 'sphinxes' I had to be higher than them when we collided. Good graphics. Shareware \$US20.]



Snake II

A snake game where you propel a snake around the board avoiding crashing into the wall where possible and attempting to get as many flies as you can. This one allows as many crashes as you like but each crash takes some of your energy. Good graphics and you can navigate through doors into other rooms 'offscreen'. This is a Shareware program but I was unable to find the cost as each time I attempted to access the Apple Menu for the About ... information I got an Error type 1 message and the program quit.

[I had the same problem as Tony and ResEdit gave me a shareware message screen that ended with "to become a registered owner," and there it stopped. Remainder of program works fine.]



Space Invaders - 1.02.

Opens with a vibrantly coloured screen full of the various bits of space debris you are likely to come across and then you realise that your 12 inch screen is not big enough for the game and you cannot even start it or access any information about it or anything. The little I was able to see whetted the appetite, as it was an exceptionally good looking game. However I was able find out that it is \$US20 Shareware.

[Game is great on the 13 inch screen and 256 colours sound and graphics remind me of Solarian II so if you enjoyed that game you will love Space Invaders]



Tetris 2000 1.3

A colour version of Tetris, which is very professional looking and works well. There is no sound which is a blessing really. This program is free, or \$10 if you want the source code.

AUSOM Games 19



Save The Farm - 2.2 (B&W) Save The Farm - 3.3 (Colour)

A simple but effective game where you have to point at and shoot either the ducks before they get into your field of corn or the fox(es) before they get the chickens. A good game for young children who can-

not read too. You are able to play only level one until you send off \$US3 and a self addressed (presumably stamped) envelope to get the code to unlock other levels. B&W works well on a Plus and the colour on an LCII.



Black Box 1.2

Guess where the balls are hidden on a grid. The computer or a human opponent can hide the balls. Shareware of \$US5 or more.



Mazer - 3.2.1

A simple B&W game where you navigate the maze to get to several marked spots. To complicate the game there are explosive guardians to complicate your route. Shareware of \$US10.



Victore - 1.0.1A

Control Panel device that enables you to cheat, or to quote the program's creator "to bring victory within the grasp of all Mac gamers by use of Game Enhancement Modules (GEMS)", which were previously more accurately called "Cheats". It is distributed as KeyWare which means that it will function in a game for 5 minutes before being disabled, until you obtain the registration code by sending off \$US15.

Thieves Tools - A two program package.

- Cheat - Enables you to change the score of a game to that which you would like to be capable of, or change your number of lives to a number that make it look as though you are a capable player! Who can ever trust the High Scores Table of a game again?
- Sure Thing - Enables you to alter your luck in a game by such things as making the bad guys forget to shoot at you. Is this ethical and more importantly IT IT FUN?



Roboids II 1.0

This is a good looking colour game with the aim being to hop over the Roboids to advance to the next level, with increasing levels of difficulty. If you touch the Roboid you are zapped and start again, until all your lives are used up. The author is a

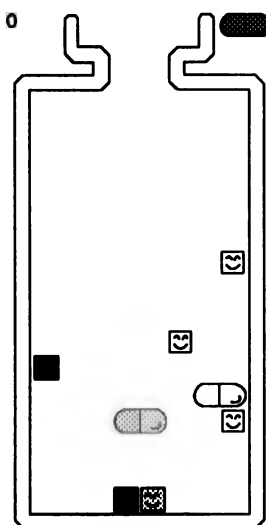
member of the Gamer Project and you will be sent a project coupon on the author's receipt of the Shareware fee of \$US5.

AUSOM Games 20

Dr. Macinto 2.5c

The aim of this game is to remove smiling faced squares called (gulp) viruses. It is a Tetris style game, in colour, which claims to work on B&W machines as well. Medicine capsules descend and need to be arranged vertically, horizontally or diagonally with selection of the number of viruses, speed etc. possible. Shareware \$US5.

[Able to control with mouse or keyboard which may assist young children or those with difficulties using the keyboard]



Space Tag 1.0

A fast space chase game with the aim being to "Tag" the enemy rather than blast them out of the sky. Gravity, friction etc. can be altered for variety. Very simple B&W graphics. On an LCII the Apple Menu disappears for the duration.



Piano Sim 1.2

This impressive program has a variety of instruments, such as piano, bells, flute or guitar, and variable pitch etc. It has an attractive push button interface. It is Shareware \$25 with 'save' disabled according to the instructions. I had some problems on an LCII with a 'freeze' of the program when using some of the functions. It was possible to escape without restarting the computer by pressing <Op-

tion> <Command> <Esc>, which gave a window asking if I really wanted to Quit etc.

AUSOM Games 21



Matts Mine Sweeper 1.2

Another mine finding exercise. Nice looking game with basic colour. Documentation mentions a problem with sound on a Mac Plus—Turn the sound off!



Mazer 3D 2.1

A maze game where you are able to negotiate a simply represented 3D corridor using the mouse to direct you. There is a map view that can be seen at the same time, and certainly helps quite a lot. The aim is to collect some hidden items along the way. Options include ability to change the mazes complexity or redo the same maze with the hidden items in different spots.



Slam Dunk! 1.61

A text based basketball simulation, only for the enthusiast I would have thought. The player acts as Coach, choosing the team members and their positions on the court. It has basic use of colour. It is Shareware for \$US25 or upgrade from Version 1.4 for \$US5. More information and games sent on registration.

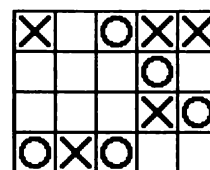


Sparkz

An attractive looking colour game. The aim is to fill the play area with rectangles by using your mouse or the keyboard to avoid a randomly roving "sparkle". No information on cost, and it is from the Gamer Project.

Tac Tickle 1.02

A variation on Tic Tac Toe with an adjustable sized board and played a little like draughts. B&W, Shareware and \$US5.



Circle wins!!!



Word Processing

—more than just typing words

Apple distribute a simple word processing program—TeachText—with their system however you will probably soon want to be able to do a little more than type text, perform simple cut, copy & paste routines and print your creation. There are a number of word processing applications in the Shareware/Public Domain area that allow you to alter font types, styles & sizes and perform search & replace functions.

As word processing applications are becoming larger and more comprehensive many members are finding that they simply do not need all the features all the time. It is often quicker and more efficient to use a simple text editor (perhaps a desk accessory if you are not using system 7) which will allow you read, edit or write your message and quickly return to the main task at hand. This may be particularly useful to you if you have a MacPlus or earlier Macintosh.

Converting Text

Word processing generally means much, much more than simply typing letters and numbers in the correct place on a piece of paper. It often involves obtaining those words from various sources, perhaps other computer types (mainframes, MS-DOS computers or Apple //s) and other applications. Even if you can see the text on your screen you may have to process the text file by stripping specified characters, including tabs, spaces, carriage returns and linefeeds or replace fonts from the foreign computer with those known by your own. Much of this can be done by using 'Find and Replace' however, there are many utilities to assist you, some of which are detailed below.

Spelling & Glossary

Some word processing packages allow you to count the number of words, perform spelling checks and add words from a glossary. If your's does not have those features you may make use of a utility to perform these functions for you.

Counting Words

To count the number of occurrences of a single word you might try replacing the word with an unusual character, say "~". Many word processors report the number of changes when performing such a function. Don't forget to alter the "~" back again. Your creation may be far from *interesting* if you use that word 10 times in a 100 word story—use your word processor to find each occurrence and then decide on a replacement word. There are utilities that will perform a similar function, in fact some will let you know how frequently every word is used.

A spelling checker seldom takes the place of careful proofreading however, you can further improve the accuracy of your document by noting down the word(s) you often miss type. For example 'fro' in place of 'for' or 'an' for 'and' will not show as spelling errors and the phrase 'we do not have...in stock' rather than 'we do now have... in stock' is going to turn your customers away. If you have a list of your own 'typos' it is a simple matter to find each occurrence and check each one.

Talking Text

Some word processors allow you to use 'mail merge' features to create mailing labels, print to envelopes or special forms. There are also utilities available to perform one or more of these functions. There are also utilities that will 'speak' your text files to you—a feature that I have not come across as part of any word processor but have seen being put to good use by a student with very limited sight. It could be another way of proof reading. Why not have your computer read your typed copy to you while you read the original?



Auto Save

Other utilities you may like to try to enhance your word processing productivity are applications to automatically save multiple versions of your files—useful for students who need to keep ALL drafts of their work and programs to automatically replace the standard quote with the typesetter's 'curly quote'.

Read through the features listed below, even if you do not use the utility it's description may prompt you to find out if your word processor can perform the same function.

Add/Strip 2.9.2 AUSOM 92.55
An update to the program that can process text files and strip specified characters, including tabs, spaces, carriage returns, and linefeeds. This new version includes the ability to use the shift-tab key combination to select the previously edited field and has new options added to output text file creator menu.

Afterthought 2.0 FKey/DAB A
A text editor in desk accessory form. Included is search and replace, font, style and size changing, and printing.

Alpha 4.0.3 AUSOM 92.42
Text-editing program with many features for programmers writing source code, as well as many advanced text manipulations and macro facilities.

Application—Document Linker! AUSOM 92.13
Application—Document Linker! gives System 7 users the power to change the relationships between documents and applications. Apple did not allow users to change the default application from TeachText to another of their liking. Apple also did not give System 7 users the ability to add new "links" between documents and applications. e.g. MacWrite documents can be set to automatically open Microsoft Word. Part of System 7 Pack.

ASLEdit+ 1.0/a5 Business E

This text editor is from Japan and includes search and replace and printing and can edit files of any size your RAM can hold. A DA version, as well as a special font (for use with Kanji), are also included. This program will also work with KanjiTalk (the Japanese version of the System and Finder).

BannerMaker 1.2.3 Business B

Design and print large banners with this program. Depending on font size, banners can have one, two, or three lines of text and can include pictures. BannerMaker works best with ATM installed.

BBEdit 2.2 AUSOM 93.02 A
bugfix update of this very nice and full featured text editor. Includes GREP, printing, multiple files open at once, multiple file searching, automatic indenting, and parenthesis and bracket balancing for programmers. Freeware.

Belgian PostCards demo

AUSOM 92.47 B e l g i a n
PostCards™ is a program designed to make sending letters and pictures to your friends, colleagues, or customers. It not only allows sending pictures and text, but one that supports fonts, styled text, sizes, multiple document icons to suit your moods, easy creation of TeachText read only documents with pictures, search and replace, custom text documents for BBS owners, and even sound annotation!

Big DAs Runner 1.0 Utilities D

This program is designed to allow DAs which require a lot of memory to run under MultiFinder. Run large DAs under this program instead of under MultiFinder. This program is especially useful with the TextEdit clipboard, as you can decide how much memory you need to allocate for the clipboard.

Browser .244+ Utilities E

Browser allows you to make and browse through indices to very large collections of free-form text data. Documentation is included that explains the complete philosophy of the program.

ButtonPad 1.5 Business I A
replacement for Apple's Notepad DA. Define up to 16 buttons to access notepad files quickly. Includes search and replace, auto-dialing, and text manipulation when importing data.

Cat o' Seven Tails 1.0 BCS•Disk 243
A system 7 "drag and drop" utility which will concatenate together into one file a group of text files which are selected together and dragged and dropped onto this program.

Cleanup 1.0 Utilities B

Cleanup substitutes strings in a text file. This is useful for removing linefeeds from a bulletin board download.

CNSay 1.1 Utilities K A program to edit text files and speak them back using MacinTalk. Can change speech pitch and speed. This updated version supports the Undo command and displays a more Mac-like word processor. It also brings its printing functions up to contemporary standards.

Columnbo 2.1 AUSOM 91.38
Columnbo is an easy to use utility for formatting plain text files into columns of information, allowing them to be read by a spreadsheet program such as Excel™. This simply involves inserting tabs at fixed positions within each line of text.

Conc 1.7 AUSOM 92.26

Conc is a program designed to facilitate the intensive study of text by producing a list of all the words occurring in it, with a short section of the context preceding and following each occurrence of a word. In many fields of study such a list is called a concordance. It is also similar to a key word in context (kwic) index, except that the index does not have to be restricted to particular words. Also can create a regular index.

Consolidator 1.8.1 Utilities M

Automatically consolidates several text files into one larger file.

ConText 1.1 FKey/DA H A
desk accessory text editor which includes search- and-replace, removes and adds carriage returns, and allows font changes. Uses very little memory and is fast. This version includes bug fixes and enhancements.

Convert Text 0.55 Utilities B

Converts text from Macintosh to other computer text file formats and vice versa. Works only under MFS.

Crypt-O 1.2 AUSOM 92.33
Encryption program for coding text files based on an encryption code. Also 'shreds' files by overwriting them before the file is deleted.

Date Key 2.04 FKey/DA F

Types in current date or time in any editor or word processor at the insertion point. Several different date and time formats are possible.

Date-Time Format 7.0 BCS•Disk 234
Use this CDev to adjust the Mac's standard date and time format, used by the Finder and many word processing and database programs.

DensePrint 1.0 Utilities G

Prints carriage return delimited text files (such as source code) in a multiple columns per page format on high-density printers. Enables you to get as much as eight times more text per page. Has choice of fonts, sizes, margins and many other formatting capabilities.

DisplayRLE 1.1 Communications A
View RLE text file images on the Mac, and create RLE text files from images pasted into the window. Will also invert images for better appearance on the Mac screen.

DOCMaker 3.72 Business H
Create stand-alone self-running documentation files, with multiple chapters, graphics, and different text styles and fonts. You can put graphics in a document and set the document's text to any font, size, and style. Documents can be printed from within the application. Instructions for the program were made with DOCMaker.

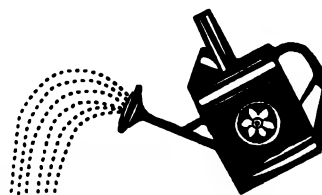
Drop•TextMerge BCS•Disk 232
A system 7 "drop box" which will merge multiple text files...

Easy Envelopes Plus 2.6 AUSOM 92.31
Easy Envelopes Plus is a desk accessory that allows you to quickly and easily print out high quality envelopes from your printer using graphics and text in any font/style/size. Also doubles as a quick and handy rolodex for addresses, phone numbers and contacts.

Ædit 1.12 FKey/DA B A very nice and powerful editor in a desk accessory. It has find-and-replace and allows different type fonts, styles, and sizes. The text file can also be of any size. Printing is allowed to any printer. You can also shift selections of text left or right and balance brackets and parentheses.

Edit II 2.0.1 AUSOM 92.04 A
text-file editor, designed to replace the very old program Consulair Edit. This version uses the keyboard cursor keys and includes GREP search and replace.

Editor Tools AUSOM 91.42
The utility program written by Nick Gammon with special features such as being able to convert files in Appleworks format



to text, and cleans up text files to remove double spaces after end of each sentence, remove extra carriage returns/line feeds so each paragraph ends with single carriage return etc. Also supplies character, word, paragraph and page count for text files.

eMACs2.0 Developer F A text editor modeled after a popular text editor used on non-Mac computers. Not very Mac-like.

Evolutions 1.05 Utilities B
Cleans up text files. This program's special feature is the ability to change a series of spaces into tabs. Evolutions is smart enough to count the spaces and know exactly how many tabs to replace them with. This program works very fast to remove control characters and line feeds from text files that have been brought over from a PC or other non-Macintosh computer.

Excalibur 1.2 AUSOM 92.07
This application will spell check text files (ASCII) as well as formatted TeX documents (both LaTeX and OzTeX). Custom dictionaries can be created.

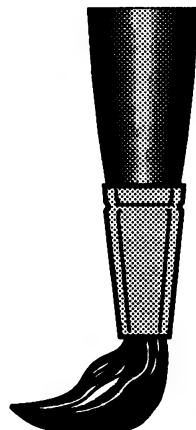
File Decon 1.3 Utilities K
Use to remove bad, invisible and illegal characters from text files.

FileEdit 3.0 AUSOM 92.02
FileEdit is a very useful utility you can use to change the default application the finder chooses when you ask to open any type of document whose creator can't be found. The Finder initially maps files of type 'TEXT' and type 'PICT' to TeachText. System 7 only.

FileSplit 1.0 Utilities F
This program will split large text files into smaller ones each about 30k in size. It was originally written to be used with BINHEX. (BINHEX was a method once used to upload files to bulletin boards; these days MacBinary is used instead.)

FlashWrite II 1.03 AUSOM 92.25
FlashWrite II is a notepad desk accessory for jotting down notes, storing information, and retrieving it easily. Allows you to have as many different note pages as you like, each note page may contain up to 32,000 letters and may be displayed in any font/size/style you like. Find facility and a word count facility are also included.

FontMaster 1.1 Fonts F
This DA produces a text file listing all the fonts found in your system file or on your hard disk.



FormIt! 1.4L Graphics D FormIt is a program to design and manage forms and certificates. Once a form is designed in an application that supports the PICT file format, you can import the graphic into FormIt, merge the file with a text file, and then print the forms with the merged text.

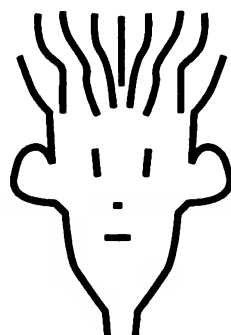
Grep-Wc 1.1 FKey/DA B
Reads text and MacWrite version 2.2 and 4.5 files. Also counts words, characters, and lines in a file; can search for words.

HalEdit 1.2 Utilities B
HalEdit lets you create INIT resources that watch every keystroke, replacing selected abbreviations with complete words or phrases. For example, HalEdit settings can replace "Mac" with "Macintosh".

Idealiner 3.0 Business A A text outliner to construct structured outlines. You can save your outlines as Idealiner files, plain text files, or MacWrite files. A Preview Outline command lets you view any page, print any page individually or in entirety, and save any page as a MacPaint or MacDraw file.

InfoDA 3.0 FKey/DA C Use this DA to add text to data files, similar to the "Get Info" that the Finder uses. With this program you can add information up to 32,000 characters in length. This DA also will give you other information about the file as well.

Labels to Go 2.0 Utilities J
This program will take any text file and format it to print on one-across, two-



across, or three-across labels on ImageWriter printers only

INFOMaker 2.6 Business E A utility program for formatting text and data files brought to the Mac from other computers. Functions include changing spaces to tabs and removing trailing blanks. You can set up scripts to perform the functions repeatedly.

JoliWrite 2.0 FKey/DA B
Another text editor in a desk accessory. This one is a favourite of several BCS•Mac volunteers. Features include saving and printing, the ability to change font type, style, and size, search and replace, and auto-save. Joli-Write's menu is within the JoliWrite window, so the menu bar of whatever application you are in is not affected..

Laser "Quotes" 1.0 C D e v / INIT D Automatically replaces standard ("") straight quotes with typographer's ("'") curly quotes.

Lister Developer A Allows developers to make listings of their programs easily. Prints any text file; can use different fonts, condensed type.

MacHangul 3.0 Fonts D
Korean fonts and word processor in a DA. Uses the Hangul character set.

Macfy 2.8 Utilities G Removes hard carriage returns from text files and changes quotes, dashes, and ligatures to the preferred Mac style. Generally changes files from other computers to Mac style.

MacInHebrew 2.0 Fonts D
Right-to-left word processor in a DA that works with MacWrite. Also includes Hebrew fonts. Makes it easy to combine Hebrew and English text in a single document.

MakeWrite 1.02 Utilities B
Converts text files with embedded format commands into MacWrite (version 4.5) formatted files.

MEdit 1.5 Utilities G A superb text editor which includes a powerful macro capability which allows the user to define individual text manipulation functions. Several sample macros are included with the program. Other functions include search-and-replace and change of font sizes and styles. All the programmers in our Tech Group love it!

microEMACS 0.6 Utilities A
The Macintosh version of the classic text editor.

MiniEdit Developer B
The text-editing application example from *Macintosh Revealed*, by Steven Chernicoff.

miniWRITER 1.73 AUSOM 92.47
One of the top DA text editors, miniWRITER has most needed features, including printing and saving, but it cannot deal with files larger than 32K.

MockPrinter™ 4.3.4 FKey/DA B
Prints out text files with a variety of printing options (bold, expanded). Prints in the background. Will not work with formatted MacWrite or MS Word files (save these with the text-only option). Note that the MockPackage™ includes MockWrite, MockPrint, MockTerminal, MockChart, and the MockPackage Utilities—all for one licensing fee.

MockTerminal™ 4.3.4+ FKey/DA B
A communications program. 300/1200 baud operation, autodialing, upload/download in text and MacBinary formats. Note that the MockPackage™ includes MockWrite, MockPrint, MockTerminal, MockChart, and the MockPackage Utilities—all for one licensing fee.

MockWrite™ 4.3.4 FKey/DA B
A mini text processor and printer. Probably the most useful desk accessory. Now compatible with Mac Plus. Note that the MockPackage™ includes MockWrite, MockPrint, MockTerminal, MockChart, and the MockPackage Utilities—all for one licensing fee.

MS Word TrueType INIT AUSOM 91.38
This INIT allows Microsoft Word for the Macintosh (version 4.00D), to utilize TrueType fonts correctly. In many cases it is not necessary. However, it is recommended if TrueType fonts are used with Word, and the printer is a PostScript printer. If you are using Word with TrueType, and you suffer from mysterious crashes, or poor quality print, etc., then this may help.

Multi Find-Replace FKEY AUSOM 93.02
Multi Find-Replace is an FKEY that performs a succession of "Find and Replace" on the text of the current clipboard.

MultiRuler 1 Utilities H
This program is intended for use with MultiFinder. Once you make it the active window, it creates a vertical ruler you can use to measure objects or text. The program is intended for use with Word, MacWrite, and other software which does not display a vertical ruler.

MW Laser Labels AUSOM 90.01r
Some templates for setting up labels in Microsoft Word.

Note Pad II 2.0 FKey/DA B
This DA is similar to Apple's notepad desk accessory; however, with this DA you can create separate topics within the notepad file. NotePad II's window is also bigger and has a scroll bar, so you are not limited to a very small amount of text per page. Note that this program will not work with the program Suitcase.

Paradigma 2.0 AUSOM 92.26
Text filtering program which allows up to 256 different "find & replaces" to be performed in one sweep of a text file.

Pen 'n' Paper 3.0 AUSOM 92.45
The word processing application developed by Russell Clarke and praised by Randall Berger in AUSOM News, June 1992. Possibly one of the most comprehensive word processing applications available in the public domain. Please send Russell a PostCard.

PocketBook Writer 1.2 Business C
This program takes pages prepared by most Macintosh word processors and page-layout programs and rearranges them so they can be laser-printed, stacked, and folded into a booklet. The input file to PocketBook Writer must be a PostScript file, which can be produced in most programs by holding Command-f when you print.

PopChar 1.7 CDev/INIT D
This INIT will pop up a menu containing all the characters of the current font. Choose one to be inserted into your text, even if the character cannot be typed from the keyboard.

PopChar 2.52 AUSOM 92.18
This INIT will pop up a menu containing all the characters of the current font. Choose one to be inserted into your text, even if the character cannot be typed from the keyboard.

PostScriptDump FKey/DA E
This DA is used to dump PostScript text files to the LaserWriter.

Postscriptions 1B Graphics C
This program allows you to write text on curves using PostScript. The program will also send the PostScript to the LaserWriter. Several sample files are included.

PrettyPrint 2.01 Utilities B
Prints text files in 4 to 24 point. Meant primarily for C and Pascal programmers. It will boldface reserved words, trap names, and italicize comments.

PS Scavenger 1.1 Utilities J
This program will extract all the readable text from an EPSF or PostScript file into a text file.

Quacta2 2.2 Business B
Turns a Quickfile, Rolodex, scrapbook, or text file into an Acta™ format file. Acta is a commercial desk accessory outliner.

Quill 2.04 AUSOM 92.18
Reads and displays the contents of files in Word (any version, including fast save), MacWrite (any version), MacWrite II, WriteNow, and text. Can read files longer than 32K. Includes find and save and displays pictures in the text.

ReadLisa Utilities A
Allows you to convert text-only files from Lisa diskettes to Macintosh disks. It works only on data files and does not convert programs like LisaCalc to a Macintosh equivalent (this is a popular misconception).

ReadWrite© 1.2 Business C
Use this program to read MacWrite files, text files, and AppleWorks files that have been moved from an Apple II. You can also print the files and save them as text-only files.

RecoverWordDoc 1.2 Utilities L
This application extracts all the text from a corrupted Word document.



Reponer 0.28 Business C

This is a very powerful program for searching and replacing data in text files. The program is very quick; it allows up to nine simultaneous search-and-replace combinations, which can be saved for future use.

Revisionist 1.1 AUSOM 92.02

Revisionist is a simple revision control tool that allows you to store different revisions of arbitrary documents in so-called "archive files". Revisionist stores different revisions of any types of files (not only text files) in a space efficient manner (about 5 % of the full file size per revision).

Rich Text Format Specs.TXT

AUSOM 90.01r Document describing the RTF or rich text format, a file format developed by Microsoft for transfer of formatted text between different word processors on Mac or DOS systems.

Ripper 1.0 Business B This utility is for use with the desk accessory outliner Acta™. Ripper will take a PageMaker document and "rip out" pictures and text and turn them into an Acta file, each as separate topic.

RoloEdit 1.02 Business B

This is a simple editor which will let you edit files of up to 32k in size; it also does search and replace. The major use of this program is to convert text files used in the QuickFile/Rolodex program to a tabular form that can be used in database programs. The program will also work in the opposite direction, converting database files into QuickFile/Rolodex format.

SaveAll 1.0 AUSOM 92.32

SaveAll is a file compression utility. It can achieve astonishing compression rates of more than 100:1 - on all kinds of files including text. It is specifically designed to compress multiple versions of the same document. Normally you open a document, make modifications, then save. At this point the latest changes become irreversible. Wouldn't it be nice to be able to save the latest changes without destroying the original?

SaveATree 1.52 AUSOM 92.47

Print out text documents in side by side format, or four pages to a page, conserving paper. Can add a PICT picture.

SayIt FKey/DAC This DA can read text aloud if you have MacInTalk installed in your system. It can speak as you type, read the text in the clipboard, and also (sort of) sing.

Scroll Limit 1.0 CDev/INIT A

For Macs with very fast 68030 CPUs, this INIT can slow down the scroll rate in text windows to the same speed as older Macs so that text can be read comfortably.

Search Files 1.01 AUSOM 91.34

Search Files looks for strings in files on your hard disk. The dialog box it displays when you start it allows you to specify the string to search for, the folder to search in, whether to ignore case, and whether to search only in TEXT files.

SendPS 2.0 AUSOM 91.38

Utility for sending postscript text files to postscript laserwriters.

Slide Show Graphics A

Reads in a text-only file (created with MacWrite, MockWrite, etc.) and displays each of the MacPaint pictures listed in the file. Only the upper left corner of each picture is displayed. You can either click through the slide show or have the program automatically cycle through a routine you specify in a file.

Sort Utilities B Allows you to sort plain text files, either alphabetically or numerically.

SpeakEasy 1.0 Education A

Takes any text file and speaks it. Choose natural or robotic mode, male or female sex, pitch, and speech rate. Even edit exception files and use them to correct bad pronunciations. MacInTalk must be on the same disk.

Stevie 3.10 Developer C An editor designed to mimic the non-Mac character based interface of the ancient UNIX text editor vi. This editor has absolutely none of the normal Mac user interface; you will like it only if you have used vi on UNIX.

Super Notepad 1.21 AUSOM 92.19

Super Notepad adds the following features to the original notepad: Variable number of pages (up to 1000), variable number of characters per page (up to 10000), choice of among three different notepad sizes, multiple notepad files, text search.

SuperTEXT 2.0 Utilities A A text-editing application featuring TYPE searching, a built-in screen-saving function, and spacing modes. It allows up to 25 windows to be simultaneously open.

Tab Expander 1.0 Utilities B

Removes tabs from text files and replaces them with an equivalent number of spaces. Tab Expander is useful with programs that use text files but do not recognize tabs.

TabUtil 1.1 Utilities B TabUtil

automatically indents lines in a text file, which is useful for migrating source code from the Mac to another computer.

Take a Letter 1.01 AUSOM 90.01r

This program is a way to give a text file to someone who has no text editor or word processor. Take A Letter will create a double-clickable application that will display a read-only text file sent along with the program.

TermTalk 1.0 Music G

This communications program speaks text as it appears on the screen (over the phone lines). Several speeds of speech are available

Text Capture FKEY AUSOM 93.02

Text Capture FKEY is intended to capture styled text from the front window and put it on the clipboard.

Text Extractor 1.1 Utilities N

Extracts text from some types of resources and places it in a text file.

Text Search FKey/DAC

This program will search through all the document files in a folder for a particular string of characters. This version can read text, Word, MacWrite, FullWrite, and WordPerfect formatted files. The program will tell you whether a word or sequence of words is contained in a file, but it cannot tell you where.

Text Sucking Leech 1.0 Utilities L

This program extracts all text from the data fork of any file and saves it as a separate new file.

TextDiff 0.9 Utilities B

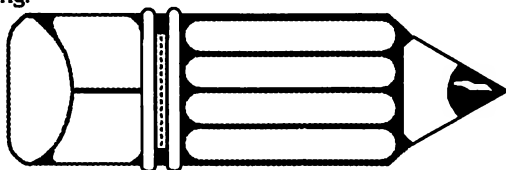
Creates a file which lists the differences between two text files. Great for developers who aren't sure what versions of their files they're working with, or authors who aren't sure where the most recent version of their Great American Novel is.

Typelt4Me 3.2 AUSOM 92.48

This is an INIT resource which will add a new menu to the left of the Apple menu. By selecting items from the menu, you can have text automatically typed for you. New features include three preset abbreviations which allow you to type the date without using the mouse.

The Data Exchanger Utilities M

Change field and record delimiters in a text data file into the format required by a database program or mail merge utility.



TypingHelper 1.0 Education C
Helps train you to type on a standard Qwerty layout keyboard. It drills you with words to type and reports on your progress.

Unity 3.1.3 Utilities J This program will join two text files into one larger text file. Especially useful for those who download large documents.

UnWS+ 1.52-z Utilities D
Converts WordStar files to MacWrite files.

WhereSit 1.4 AUSOM 90.01r
WhereSIT is an application which functions similarly to a file finder (for example Find File, by David Goldsmith, distributed with the Apple System disks). It searches for a StuffIt archive in the specified directory and scans it for a search key name. It lists all files within an archive which it finds that contain the key word in their names, and allows you to view different information about the file.

Word 5 new Spell/Grammer
AUSOM Updates•3 Updates to Word 5's Spelling and Grammer Plug-in-Modules. Fixes many bugs and some speed improvements.

Word 5 QuickTime PIM
AUSOM Updates•3 Play QuickTime movies in Word 5 documents.

WordIndex™ 1.0d8 BCS•Disk 245
Provides glossary like features and word indexation on the fly. Indexation only works with Microsoft Word, but glossary entry expansion works with any word processor.

μWrite 0.91 Business E This is a small text editor which creates documents readable by any word processor or text editing program. You can use multiple font types, styles, and sizes and can also change font colours on a Mac II.

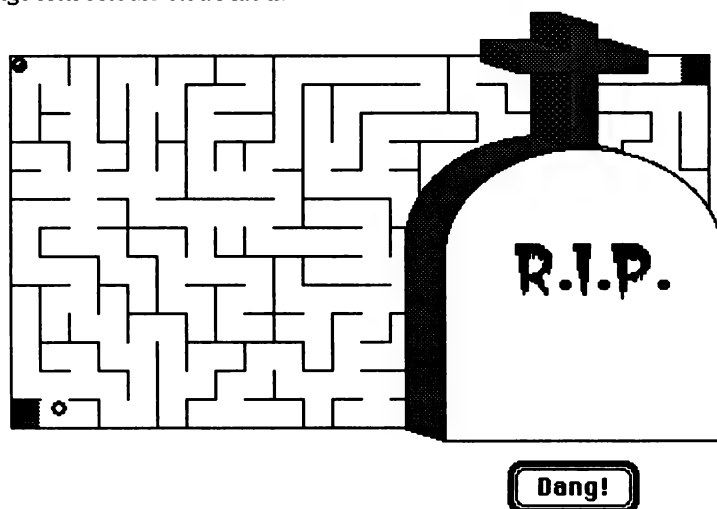
WriteFontSize 1.0 Fonts E
Lets you use any size characters in MacWrite. (MacWrite limits you to only a few point sizes normally.) Also lets you access characters by their ASCII codes, which is handy for characters with no keyboard mapping. It puts the results in the clipboard, which can then be pasted into your MacWrite document in your chosen font, or into any other application as plain text.

XRef 0.1b Utilities C Reads a text file and produces a file of words cross-referenced by the number of the line that each word appears on.

Zippy 2.0 Utilities L Similar to the infamous Talking Moose DA. Speaks his random words of wisdom. MacInTalk (available on other BCS•Mac disks) must be in your system. Works best with MultiFinder. This version supports colour and has dialogs for modifying Zippy's voice and vocabulary. ResEdit is no longer needed to use this application.

Hypercard and Text Processing

If you have a need for creating a bibliography you may find this easier to do by using a Hypercard stack. Our series now includes up to Hyper Bibliography•03 refer to your catalogue for full details. I often need to extract the text from Hypercard stacks and personally find that the application 'Stack Dumper' from Hyper 2•03 works well for me. The contents of each field are placed in a text file separated by tabs. Another disk that may interest you if you are manipulating large volumes of text to or from Hypercard stacks is HyperText•01.



Sorry! I couldn't resist that final screen as I lost "mazer" yet again. Anyone found any other interesting buttons lately?

—Editor

Pam Doughty

AUSOM News

I knew I was an Editor when Gerry Smith handed me the very first article at the December meeting. I went home with a 2400 baud modem, promises of articles and *one little blue disk*.

I installed the modem and looked at the SE screen—"Waiting for SYSOP or connection". Well this was fun however all the screen said was OK. I look again. OK. I turned the screen down and looked at the *little blue disk*. An article—which of the 60-80 pages to place it on?

A week later I looked again at the Bulletin Board—OK...OK...OK! Still *one little blue disk*.

Another week or so past and as I strolled past the SE I turned up the screen to see last caller Nick Pyers! Great, my first caller. There HAD to be something in the 'uploads' folder. Back to finder, sure enough there was a new file and it contained my second article. I think I even worked out how to send a message back to Nick thanking him.

Christmas day came and went and I moved my Mac and my *one little blue disk* and *one uploaded article* down to Mornington leaving my newly acquired answer phone, which I am able to 'remote access', to collect messages and the Bulletin Board to collect the articles.

For a couple of weeks I logged onto my Bulletin Board—no new uploads. I returned calls from my answer phone—no new articles. I started to create some graphics in MacDraw.

A few days before the Newsletter deadline I realised my Bulletin Board was down, back to Balwyn, the SE was re-booting every 5-10 minutes. I phoned as many people as was reasonable (STD calls from Mornington were starting to become rather costly) and arranged for a message to be placed on the AUSOM Board—I would need the articles on disk. I returned to Balwyn on Friday (Deadline day) to 3 messages from 3 regular contributors... "Could they still have space if they were late...?" and 3 more *little blue disks*.

Well I made my deadline with copy to the printers ONE WEEK AFTER your deadline (ONE DAY after I received the last article!).

Sometimes things DO go wrong. In future articles received AFTER the deadline may not be included and I'd love them even earlier please.

What about some *little orange* or *green disks*?!!

AUSOM Contact List

— For use by AUSOM Members only

The following people will endeavour to answer members' queries on the topics shown. As this is a **voluntary** service, please **only ring between the hours shown**. If you can't get through **try again another day during the specified times**.



Adobe Illustrator

Grant Waldram
876 4062—7pm-9pm

Adobe Illustrator

John Tompkins
888 1975—7pm-10pm

Aldus Freehand

John Tompkins
888 1975—7pm-10pm

Apple // Adventures & Games

Glen Maddock
725 9643—7pm-9pm

Apple //,

Modems, BBS and Comms

Robert Pascale
478 9644—7pm-9pm

Apple][, //GS Beginners

Philip Richardson
836 7710—7pm-9pm

Apple // Disk Recovery

Peter Watson
894 1087—7pm-10pm

Apple //GS, HyperStudio

Michael Levine
857 5727—7pm-9pm

Apple //GS, AppleWorks

James Clough
592 3450—6:30 pm-10 pm

Apple //GS—Education & DigiCard Networks

Manfred Audehm
(057) 84 1481—7pm-9 pm

AppleWorks

Peter Szabo
605 1777 (BH)

Cirtech Memory Cards

Mark
546 9928—7pm-9pm

Design Studio

Ray Smith
848 1534—7 pm-9 pm

Cricket Draw

Cricket Graph

Noel Goldsmith
807 5968—8pm-9pm

Frame Maker & Word 5

Hedley Finger
809 1229—7pm-9pm

Genealogical Computing

Bill Gunther
888 1676—7pm-9pm

General Apple// GS

Peter Watson
894 1087—7pm-10pm

General Mac

Grant Waldram
876 4062—7pm-9pm

Hardware

Jason Xiros
699 3774—BEFORE 8 pm

Hypercard

John Tompkins
888 1975—7pm-10pm

Light Speed Pascal

Noel Goldsmith
807 5968—8pm-9pm

Lisa/Mac XL

Steve Stretton
813 3203—7pm-10pm

Mac Programmers Workshop

Noel Goldsmith
807 5968—8pm-9pm

Mac Sound/Music

Ross Bencina
870 0084—6pm-10pm
Sunday to Thursday

Mac Recorder

Mac Sound/Music/Vision

Mac Games/General Mac

Daniel Huang
419 2412—5 pm-10 pm
Monday to Friday

Macintosh Educational Software (Pre-school and Primary)

Randall Berger
883 3217—anytime

Mac—Hypercard/Apple Events Networking

David Turk
525 5439—Sat/Sun 12pm-6pm
Monday to Friday: —7pm-9pm

Memory Expansion—Apple][

James Clough
592 3450—7pm-10 pm

Modems & BBS Comms

Stuart Young
877 2813—7 pm-9 pm

Nisus and MS Word

Chris Elmore
722 1402—7 pm-9 pm weekdays

Omnis 3, 5 and 7

Peter Stokes
578 2231—business hours
578 2231—7pm-9pm

Printshop Graphics — Apple //

John McKenna
583 3557—7pm-9pm

ProDos

Peter Watson
894 1087—7pm-10pm

ProDos

James Clough
592 3450—7pm-10 pm

Publish It!

Adrian Gallagher
315 9324—5pm-7pm

Schools needing help setting up Computers — Macintosh and Apple

Jenny Stuart
306 1290—7 pm-9 pm Mon to Fri

Time Out (AppleWorks)

James Clough
592 3450—6:30 pm-10 pm

Viruses on Mac

David Turk
525 5439—Sat/Sun 12pm-6pm
Monday to Friday: —7pm-9pm

Xpress

John Tompkins
888 1975—7pm-10pm

We specialise in General
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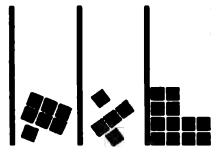
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45 -47 Waverley Road, East Malvern 3145

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Friendly and efficient service



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- Communications • Office Automation • Desktop Publishing
- Computer Aided Design

Come in and talk to the Professionals!

Sales • Service • Support • Training
Sydney Melbourne Brisbane

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Anthony Jackson
Professional DTP Expertise

AppleCentre
Melbourne CBD

Random Access Pty Ltd
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Melbourne, VIC 3000
Applelink: AUST0108
FAX: (03) 629 6737
Telephone: (03) 629 1000

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Specializing in **Rentals** of:
Apple Macintosh Computers & Peripherals
Sales of Computers & Peripherals available

Competitive Rates and Prices

• • • • •
ALLMAC Computer Services

(previously Professional Computer Rentals)

24 Remington Drive, Glen Waverley, Victoria 3150

Tel: (03) 561 8773, (03) 867 1650 Fax.: (03) 562 2701

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Membership Application

Apple Users' Society of Melbourne (AUSOM) Inc.

P.O. Box 1071, Narre Warren M.D.A., Narre Warren, Vic., 3805.

Please tick appropriate box

☐ New Member ☐ Renewal ☐ Premium BBS ☐ Name Badge ☐ Change of Address

Surname			Given	
Address			Name(s)	
Suburb			Phone:	
Postcode		Member No. (If known)	Home	
			Business	
Name of Additional Family Member(s)			\$10 per person	

New Members	Joining Fee	Annual Fee	Amount
New Individual Members	\$10 plus	\$35	
Health Card Pensioners/Full Time Students	\$10 plus	\$30	
Each Additional Family Member	Nil	\$10	
New School/Corporate Member	\$10 plus	\$50	

Renewals	Joining Fee	Annual Fee	Amount
Individual Member	Nil	\$35	
Health Card Pensioners/Full Time Students	Nil	\$30	
Each Additional Family Member	Nil	\$10	
School/Corporate Member	Nil	\$50	

*NOTE: Photocopy, or original Health or Student Card to be shown to gain concession.

Further Options (Please add these charges to the above membership fees)

Premium BBS Access - School/Ordinary Member	\$25	
Premium BBS - Corporate	\$100	
Members Name Badge \$8	\$8	

Name to appear on Badge

Total included

MAIL ORDER ONLY FILL IN THIS SECTION

☐ Cheque ☐ Bankcard ☐ Visacard ☐ Mastercard ☐ Money Order ☐ Cash (meetings only)

Credit Card No.

Expiry Date

Name on Credit Card

Signature

Amount

To assist the Committee to provide activities to suit the needs of the majority of members, would you please supply the following data.

Computer Use

- ☐ Apple II
☐ Apple IIGS
☐ Macintosh

Level of Skill

- ☐ Beginner
☐ Intermediate
☐ Advanced User

Your special interests include:

- ☐ Education ☐ Hardware
☐ Software ☐ Graphics
☐ BBS ☐ DTP

Other

Your most used software

OFFICE USE ONLY

Receipt No.

Date

Amount

Membership Number

R ☐ C ☐ E ☐

These fees applicable from 1/1/93

Form Printed November 1992

Our members often need a typing or pagesetting service
If you run such a business let us know by advertising here

This space available for your business card advertisement

NEW digital technology breakthrough
SHORT RUN PUBLISHING

Totally automatic system produces single or doublesided
MANUALS, PAMPHLETS, PRICE LISTS, PROPOSALS etc.
Any quantity, finished with hard or soft cover, stitched in the fold,
or 3 staple bound. A4 books can have A3 inserts Z folded.,
Printed tabs and inserts. Screened photos to magazine quality.

SCAN TEXT & GRAPHICS

Text in documents scanned onto disk ready for your program
Graphics : Logos, line drawings, photos in PCX, TIF, or other

COMPSCAN
1223 Malvern Road, Malvern 3144

Ph: 822 6403
Fax 822 9836

CHOICE

S Y S T E M S

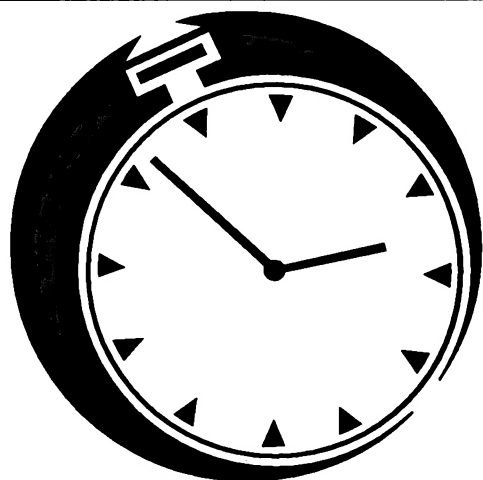


Authorised Reseller

**WE SELL, WE SERVICE, WE SUPPORT
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"Authorised Apple Dealer since 1982"

35 Whitehorse Road Balwyn 3103 Tel: (03) 816 9799



1993 Meeting dates/themes, and newsletter deadlines

<i>Month</i>	<i>Meeting Date (Saturday)</i>	<i>Newsletter Deadline (Friday)</i>	<i>Theme</i>
February	Feb 6	Jan 8	Word Processing
March	Mar 6	Feb 12	Music
April	Apr 3	Mar 12	New products
May	May 1	Apr 9	Manufacturing
June	Jun 5	May 14	Communications
July	Jul 3	Jun 11	Disks
August	Aug 7	Jul 16	Education
September	Sep 4	Aug 13	Graphics
October	Oct 2	Sep 10	Desktop Publishing
November	Nov 6	Oct 8	Databases and spreadsheets
December	Dec 4	Nov 12	Games

See pages 2 and 3 for further details about contributing to AUSOM News.

Advertisers—please arrange advertising with Ivan Nagy at least two weeks before the deadline dates given above.

The above dates and themes are correct at the time of going to press but may vary. Please check each month
for any published amendments.

Public Domain Software Order Form

Send all mail orders to:

AUSOM Inc, PO Box 1071, Narre Warren MDA, Narre Warren VIC 3805

Name

Surname

Given Name(s)

Address

Postcode

Telephone: Home

Business

Membership No

Requested disks

(No more than ten
(10) disks per
order from each
library) eg. Mac.
IIGS or Apple II

Copying charge

Apple II

@ \$5 per 5.25" disk

\$.

@ \$7 per 3.5" disk

\$.

Postage \$2 per order

\$ 2.00

Total

\$.

Apple IIGS

\$.

\$ 2.00

\$.

Macintosh

\$.

\$ 2.00

\$.

☐

Cash

(meetings only)

☐

Bankcard

☐

Mastercard

☐

Visacard

☐

Cheque

☐

Money Order

Card Number

Expiry Date

Signature

Name on card or cheque

For office use only

Receipt No.

Order No.

Checked by

Discount Corner

Each month this list will consist of those organisations or companies who offer AUSOM Inc. members a discount on their products or services

Collins Booksellers (Technical & Academic Centre), 401 Swanston Street, Melbourne. Offer 10% discount on computer books on production of current AUSOM membership card.

Computer Books Co. Offers 20% discount on computer books published by major publishers. Ring Bill Wee on 816 9553 for latest catalogue. (Mail order only.)

Dynamic Graphics Pty Ltd, 17 Anzac Avenue, Collaroy, NSW2097. Offer 15% discount off normal Dynamic Graphics pricing of Clip Art to AUSOM members.

McGills Authorised Newsagency Pty. Ltd., 187 Elizabeth Street, Melbourne. 602 5566. Offer 10% discount on all computer books, current membership card must be shown.

Stephen Conte, 12 Acheson Place, Coburg, 3058. (03) 354 2611, who is the manufacturer of the SIT RIGHT™ Chair will give a discount of \$15 to AUSOM members.

Sunlight Software, 10 Sunlight Crescent, East Brighton, Vic., 3187. (03) 592 3450, will give a discount to AUSOM members, ring for prices.

Technical Book and Magazine Co. Pty. Ltd., 295 Swanston Street, Melbourne. 663 3951. Offer 10% discount on all computer books, current membership card must be shown.

Words and Facts, Suite 1, 22 Glen Eira Road, Ripponlea 3185. (03) 531 4933. Offer 10% discount on: • General and mathematical word processing; • graphic design and desktop publishing; • writing/editing of manuals and training materials; • testing and review of developed software.

Spectrade Media Sales, 12b Church Street, Bayswater 3153. (03) 729 9400, Fax (03) 729 9002. Offer 10% discount on all computer supplies such as Rediform Stationery, Ribbons, Diskettes, Disk Storage, Printwheels. Repairs for all computers, printers, monitors, disk drives and power supplies.



AUSOM News

Production Information

For those who are interested in the technical details of the production of AUSOM News, we provide the following information:

Hardware

Produced on a Macintosh IIci (running System 7) with 5 Mb RAM, PL/I 44mg removable hard disk drive and an 80 Mb internal hard disk. Typeset on an Apple LaserWriter Plus. No manual paste-up was required, apart from some ads (supplied as bromides).

Software

Initial editing of articles done with with Microsoft® Word Version 5 and some custom-written software ("Editor Tools", available on AUSOM disk 91.42). Page layout by Aldus PageMaker® Version 4.2. Illustrations manipulated by MacDraw II. Other utility software used frequently: QuickKeys™, Adobe Type Manager™.

Typefaces

Body text and headings set in Sou-tane. Body text set at 9.5 points. Headings set at 50 points. Subheadings set at 14 points. Various other typefaces used in small quantities. Fonts used include KeyFonts from SoftKey Software Products, Inc.

Mechanical Dimensions

Printed on A4 paper (some trimming takes place after stapling). Dimensions set in PageMaker as follows:

- Top margin: 15 mm
- Bottom margin 20 mm
- Inside margin 14 mm
- Outside margin 24 mm
- 3 columns
- Space between columns: 5 mm

We would greatly appreciate if advertisers and other contributors who provide full-page artwork to use the above dimensions to avoid time-consuming resizing of pages.

Illustrations

Many of the illustrations in this magazine are original designs or have been redrawn by Pam Doughty from shareware/public domain images and are now EPS (Encapsulated PostScript) format images. Others are EPS images from:

- "ClickArt™ EPS Illustrations" by T/ Maker Co.
- Images with Impact!™ — "Graphics and Symbols 1", "Business 1", "People 1" and "Accents & Borders 1" by 3G Graphics.
- Adobe® Collector's edition, Volumes 1 and 2.
- "Cliptures™", Volumes 1 and 2, by Dream Maker Software.
- Digit-Art Volumes 1 to 20 (CD ROM) from Image Club Graphics.
- OzArt™ 1 and 2, from Ideal Images.
- Electronic Designer's Club® (CD ROMs) and Electronic Clipper™ from Dynamic Graphics.

Custom illustrations were produced with Adobe Illustrator™ 3 from Adobe Systems Incorporated.

Apple logo

Apple, and the Apple logo are registered trademarks of Apple Computer Inc.

People

Magazine edited by Pam Doughty. Centre four pages (Making Macs Work SIG insert) edited by Elizabeth Hill and Nina Netherway.

Printing

Magazine printed and bound (from the original copy produced on a LaserWriter Plus) by Bookaburra Printing, 47 Waverley Road, East Malvern.

Original Copies

All software described above is an original copy (not pirated). AUSOM does not condone the unauthorised copying of proprietary software.

February 6th meeting activities

(Please check notice boards on the day of the meeting for last-minute changes to this timetable)

Main Meetings

1:15 — Main Meeting (Annual General Meeting) Theatre 1
— 1:50 Questions and Answers Theatre 1

Special Interest Groups

12:10 — 1:05 Education SIG (Apple II & Mac for education—Interactive Physics II demo see p 9) .. Theatre 2
2:00 — 2:25 New members' welcome (Introducing you to AUSOM and its services) M203
2:05 — 5:00 Youth & Adventure SIG (Mainly of interest to young people) M215
4:05 — 5:00 Communications SIG & The AUSOM BBS (Beginners or advanced BBS users see p 15) ... MG05A
4:05 — 5:00 General Hardware & Discussion (Input devices—Apple //, Mac—keyboards, mice etc) .. M207

Apple II Interest Groups

2:05 — 2:55 The Blind leading the Blind (Apple // Word processing—Applewriter) MG05A
2:05 — 2:55 Apple II Beginners SIG (For those new to Apple //—Word processing, Applewriter etc) M210
3:05 — 3:55 AppleWorks SIG (Using Appleworks on the Apple // computer) MG05A
3:05 — 3:55 Ka Boom! (Apple // Hardware SIG) M207

Apple IIs Interest Groups

2:05 — 2:55 Apple IIs Beginners SIG (For those new to the Apple //GS) Theatre 3
3:05 — 4:55 Apple IIs Users (More advanced use of the Apple //GS) Theatre 3

Macintosh Interest Groups

2:05 — 2:55 Macintosh Beginners SIG (Especially for those new to the Macintosh) Theatre 2
2:05 — 2:55 Mac Forum No meeting this month
2:05 — 2:55 Making Mac's Work — Help Desk (You provide questions or help others find answers) M207
3:05 — 5:00 Making Mac's Work SIG (Using Macs and existing applications at home or work) Theatre 2
2:05 — 2:55 Macintosh Programming SIG (Tutorial—Flying Line see p19) M201
3:05 — 5:00 Macintosh Programming SIG (Video—"Noise 101: Speech & Sound see p 19) M201
4:00 — 5:00 HyperCard SIG (For those interested in Hypercard scripting) E108

Other Services

1:30 — 4:45 Trade Sales (Support the traders who offer reduced prices to members) MG05
1:30 — 4:45 Software Libraries (Shareware & PD Disk and blank disk purchases) Foyer
1:30 — 4:45 Book and Magazine library (Borrow or browse through books and magazines) . MG05 (The Pit)
1:30 — 4:45 Membership Enrolment and Renewal Foyer
1:30 — 4:45 Refreshments Airlock

Wednesday 10th February 1993

10:30 — 12:00 ... Retirees and Others' SIG (General Interest Apple // & Mac) Balwyn Library Meeting Room

Please do not hesitate to contact Nicholas Pyers on (03) 593 2115 or via internet:
nkp%ausom.oz@sol.cc.deakin.oz.au with any enquiries or suggestions.

